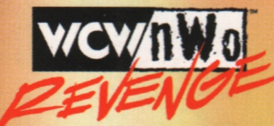

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BETTER THAN GOLDENEYE? FIND OUT HERE FIRST! p52
New shots! Rare reveal more of their Bond beater
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COMING NOVEMBER



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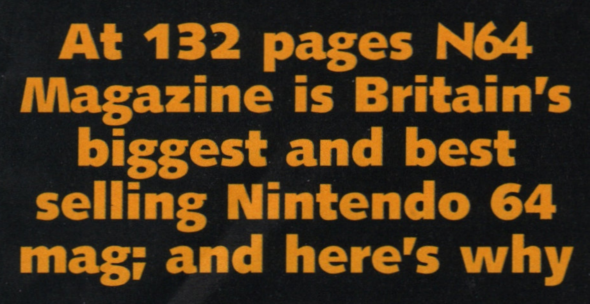


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WELCOME TO





At 132 pages N64 Magazine is Britain's biggest and best selling Nintendo 64 mag; and here's why

- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!



What goes "Whooosh, eaaaaaa-ooowwww–eaaaarrrrr, gurgle, gurgle, splosh, ka-booooooom!"?

The chances are you won't know the answer to this. You see, the chances are, you've never fired a head-seeking missile at someone – heard it drill into their skull and break through – watched their brains and blood gush out in a graceful arc and – when the fountain has died down a bit – seen their head explode. Because unless you've *played Turok 2*, you won't have had chance to use the Cerebral Bore – our very favourite weapon of all-time.

But you will. Soon.

There are few words to describe the sheer brilliance of *Turok 2*. It is a masterpiece of simple, satisfying violence. It didn't go to school, it didn't learn the word 'subtle' and if it does include anything cute and furry anywhere, you'll almost certainly be able to shoot a football-sized hole straight through its middle. It is, in scientific terms, absolutely fantastic.

For one thing, it looks like a game that should be running on a high-end PC with a graphics card. Except of course, it doesn't crash, you don't have to wrestle with a keyboard and you didn't have to spend £1200+ for the privilege. It's the first game to use Nintendo's incredible new 4 Megabyte RAM Expansion Pak, and we've got the first review to appear in any Nintendo magazine anywhere in the World. (It starts on page 52.)

So much other good stuff this month, so little room to talk about it. We hope you find the Official *Mission: Impossible* Players' Guide useful, as well as our latest Double Game Guide +. Our best free gift this month, though, has to be our exclusive **N64** console sticker. To coincide with *Zelda* getting an official release date in the UK, Wil's designed it to decorate your console in preparation for the great day itself.

The free stuff doesn't end there, though, **N64** Magazine will be positively laden with bounty over the coming issues – don't miss it.

Enjoy the issue.

JAMES ASHTON
EDITOR



HOW TO USE YOUR EXCLUSIVE ZELDA CONSOLE STICKER KIT

Peel the sections off one at a time and stick them on your N64. Start at one edge and carefully smooth them down as you go to prevent any air bubbles getting trapped. Simple eh?

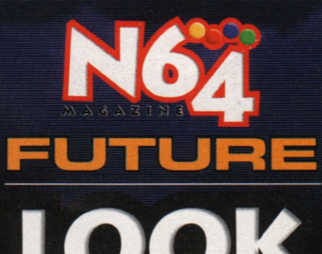
GO! GO!

N64 MAGAZINE THE UK'S BEST-SELLING NINTENDO 64 MAGAZINE

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Issue 21, November 1998





Your first look at the *BIG* new N64 games!

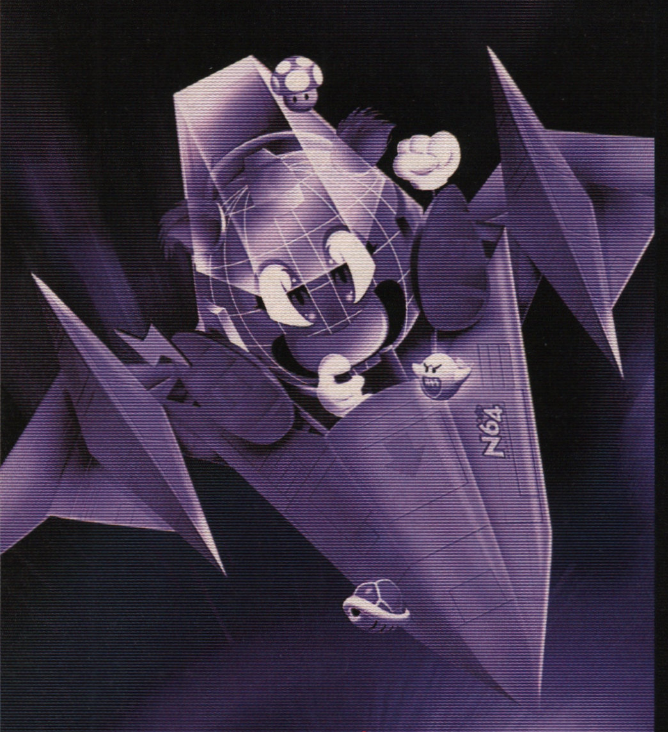




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N64 HOW TO...

Guides to ease you through life.



N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 20!

GO! GO!





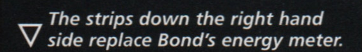
△ More of the hoverbike section. Shoot guards as you drive along the corridor.



△ This looks like the laser mist in the egg chamber from Alien. Don't get too close to that thing on the floor.



△ The level of detail is a massive step forward from GoldenEye.

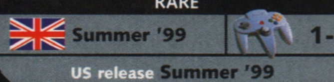


▽ The strips down the right hand side replace Bond's energy meter.



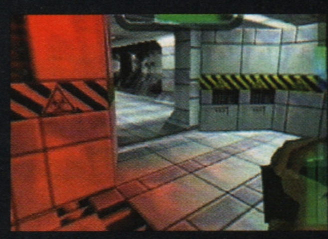


PERFE



Perfect Dark	
RARE	
Summer '99	1-4
US release Summer '99	





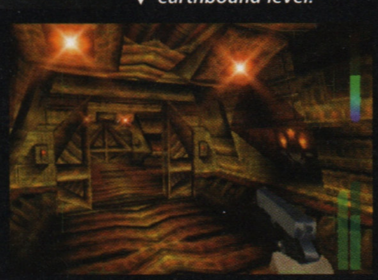
▽ This section looks like a high-tech laboratory.

▽ Joanna ponders her next move in a scene from a cut sequence.



△ Blade Runner, anybody? Looks like a dead end in this grimy futuristic street.

Now this certainly doesn't look like an earthbound level. ▽



◁ An installation deep underground. Is it of alien origin, or did DataDyne construct it for some nefarious purpose?

James Bond might have made his last appearance on the N64, the insane marketing people at MGM having decided that EA could obviously make better use of the 007 licence than Rare did, but *Perfect Dark* is a sequel in all but name.

Running on an updated version of the *GoldenEye* engine, *Perfect Dark* features a very similar mix of stealth, strategy and mission objectives, but freed from the restraints of a rigid movie plot, Rare's designers have been able to let their imaginations run wild. The game features bigger and more diverse environments than *GoldenEye*, with a definite Blade Runner look to the exterior city scenes.

That's not to say that *GoldenEye*'s admirable realism will be lost – Rare have taken great care to ensure that every building and location in *Perfect Dark* could feasibly be constructed in real life. Take the DataDyne corporation skyscraper on the first level, for example – it looks futuristic, but it's a complete, working office block, with service stairs, elevators, and a fully modelled exterior. This is the kind of attention to detail that had everyone who saw the latest video at ECTS drooling, with plenty of people hurrying out of the exhibition booth after the show to rejoin the queue for a second look.

Details about exactly what kind of structure the game will have are very hard to come by, and Rare will be quite happy as long as it stays that way. We do know that there'll be vehicles (a hoverbike is the only one revealed so far), underwater sections (including an alien craft buried on the sea bed), a multiplayer game, and characters to interact with. We don't know, as yet, exactly how many levels there'll be, although we'd be surprised if there were any less than *GoldenEye*'s 20. And as for the question of using a RAM expansion pak to run in hi-res (or even to run *Perfect Dark*'s ultra-complex environments at all), the development team are still undecided.

Whatever happens, you can be sure that Rare won't rush things. It's already at the top of our wish list, but we don't expect to see a finished version of *Perfect Dark* until well into next year. Doesn't time just crawl along when you really want it to fly?

LIFESPAN ● ***We don't know, as yet, exactly how many levels there'll be, although we'd be surprised if there were any less than GoldenEye's 20.***

CT DARK
James who?

GO! GO! ▷

The story so far

Judging by what Rare have so far revealed about *Perfect Dark*'s storyline, the game will be a must for X-Files and Blade Runner fans. It's set in the year 2023, in a neon-lit, hi-tech world dominated by secretive multi-national cartels. As the Carrington Institute's star covert operative Joanna Dark, you must investigate rumours of alien research and experimentation by the sinister and powerful DataDyne corporation. Your explorations soon uncover a shocking conspiracy stretching way beyond the powers of government and the constraints of the earth, and you'll need to brave considerable dangers in order to gather the evidence necessary to put a stop to DataDyne's extra-terrestrial plot.



Look closely – that's Joanna sneaking around the edge there.

Introducing Ms Joanna Dark



The sensible approach to espionage and undercover investigation. A nice combat suit, with plenty of pockets.



Joanna must have been called into action straight from a swanky cocktail party. Where is she hiding her supply of limpet mines?

Perfect Dark will be the first game of its kind to feature a female lead. Forget your surgically enhanced Lara Crofts for a moment – Joanna Dark looks like a much better class of action heroine. So far we've seen her sporting a practical bodysuit and flak jacket combination, and a rather slinky black and red dragon-print dress. Could it be that she changes her outfit for every different level? She certainly couldn't wear that dress for underwater exploration (although it'd probably help shift a few thousand posters and action figures if she did).

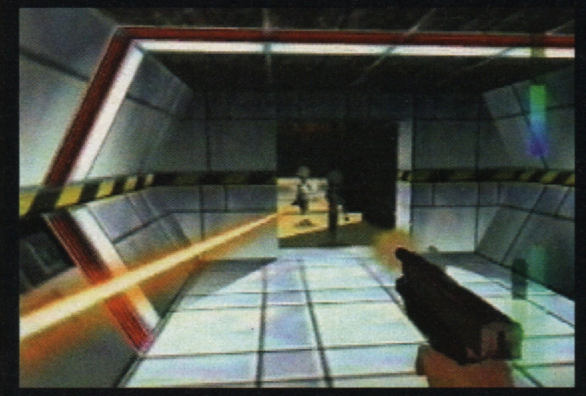
Blood and guts



Jo offs a guard from a safe distance.

Now that Rare don't have to worry about portraying someone else's character in an unfavourable light, will they take the *Turok 2* route towards ultra violence? With *GoldenEye*, Bond's owners wouldn't let their most valuable piece of intellectual property be seen perpetrating acts of gross brutality, so spurting blood was off the menu right from the start. But with their own star, Rare could, if they were so inclined, include all sorts of limb-ripping special effects. It's unlikely though – after all, *GoldenEye* was all the more disturbing because of the understated, clinical nature of the violence. At the moment, *Perfect Dark* contains all the familiar *GoldenEye* death routines, and we'd imagine that Rare will just substitute these for something similar, but not too horrific. A few blood stains on the walls wouldn't go amiss though.

Killing machines



The chance to take on little Roswell-style aliens is almost upon is. These fellas look cute but aren't too friendly with their firepower.

James Bond was restricted in his choice of weapons by having to use versions of real-life guns. Only the Moonraker laser was really 'out there', and it made a bit of a weedy noise, didn't it? Joanna Dark will have a more futuristic armoury at her disposal. The only weapon that Rare have shown so far is an excellent machine gun which can fire heat-seeking bullets, rather like Judge Dredd's Lawgiver in 2000AD. You have a little red moving target on screen, and once it locks onto an enemy you have a guaranteed hit. Joanna can carry a weapon in each hand, and she can blow holes in the walls with limpet mines to get into secret areas.





Multiplayer

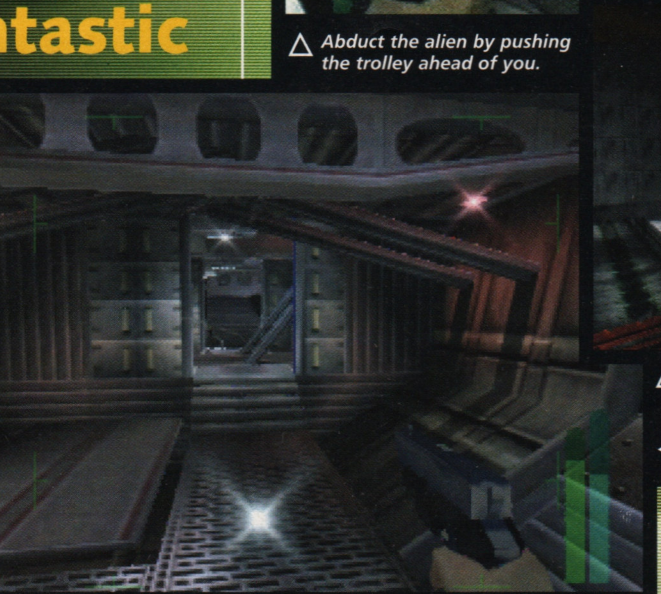
The multiplayer mode is still shrouded in secrecy, with nobody at Rare prepared to give anything away. What we do know is that it'll beat the pants off *GoldenEye*'s deathmatches, and there'll be loads more options than just fighting each other. Whether these will take the form of something like *Turok 2*'s Team-up or Frag Tag games, we couldn't tell you, but we suspect there'll be loads of characters from the game, individual weapons options and possibly even vehicles involved. We can reveal that there will be a two-player co-operative mode though, which is a bonus, but further than that, well... In the immortal words of Rare, "No comment".

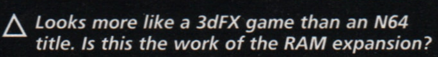


Abduct the alien by pushing the trolley ahead of you.

Sounds fantastic

If you've got a home cinema system, or a hi-fi or video with Dolby Pro Logic capability, you'll be able to play *Perfect Dark* in glorious surround sound. This will enhance the game no end, as you'll be able to listen out for tell-tale noises such as gunshots or doors opening and locate enemies with ease when they attack you from behind. PC owners have had this luxury for years, and they say that the only way to play first-person games properly is to use headphones or quadrophonic speakers. Thanks to Rare, you'll soon be able to experience it on your N64.





Looks more like a 3dFX game than an N64 title. Is this the work of the RAM expansion?

Maybe you'll have to listen out for enemies' footsteps on the metal floor here.

TO BE CONTINUED... More exclusive new shots and info on *Perfect Dark* next issue!

BRAND NEW PICS OF RARE'S AWESOME 3D SHOOT-'EM-UP

Look at the fantastic lighting effects there. And behold – bits of dead alien flying around too.

Fall through the gaps and you're toast. It might be wise to break out the flying doggie here.

Precision jumping time. Note the little robot companion there.

Looks like a wave of alien bats chasing the mini-skirted cutie.

Touching those electric beams might not be such a good idea. Still, you won't find out until you give it a try. Go on. Bzzzzzzzzt.

There's still no official release date, but judging from the stunning new video footage of Rare's ambitious 3D shoot-'em-up shown at ECTS, *Jet Force Gemini* could be a lot nearer to a release date than Nintendo are prepared to let on.

We're still keeping our fingers crossed in the (probably forlorn) hope that the game will be finished before the end of the year, but there's no doubt that it's much closer to completion than *Perfect Dark* is – enemies are in place throughout the levels, and the graphics have a 'finished' sheen to them.

In fact, *Jet Force Gemini* looks set to be one of the most graphically stunning games around. The lighting effects are superb, with the characters silhouetted against a backdrop of dazzling explosions, and the weapon effects are suitably over-the-top. We've seen a selection of different killing tools so far, and most of them fill the screen with suitably technicolour firework displays and flying enemy corpses.

The game itself doesn't seem shabby either (something of an understatement, perhaps), looking rather like a futuristic *Banjo-Kazooie* with guns. It's a shoot-'em-up with platform jumping sections and exploration thrown in, and stacks of secrets to discover.

Whether Rare will take the *Body Harvest* over-the-shoulder approach to aiming, or whether they've developed something completely different is yet to be revealed, but since the game is widely expected to be the definitive 3D blaster, we expect that there'll be more than a few surprises.

There are three characters to play as in the main game (Juno, Vela, and Lupus the dog), and there must be at least one hidden one for the promised four-player deathmatch mode. Two players can team up together on the same screen to take on the evil Mizar's insectoid army in a co-operative mode, with the storyline unfolding during the game through cut scenes and cinema sequences.

It seems as if Rare can do no wrong these days – you've already read about the incredible *Perfect Dark*, plus there's Twelve Tales and whatever secret projects they've got up their sleeves. With Nintendo's in-house teams working on killer projects of their own, and the standard of third-party games taking a huge leap forwards with Acclaim's *Turok 2*, it's going to be a very interesting end to 1998 for the N64.



Lovely detailed environments – a nice water wheel, and aliens toasting marshmallows.

A shot from a cut scene. Is that an official Gemini craft, or one of Mizar's fighters?

Whoosh! The rocket-powered Lupus soars into the evening sky in search of Bonios.

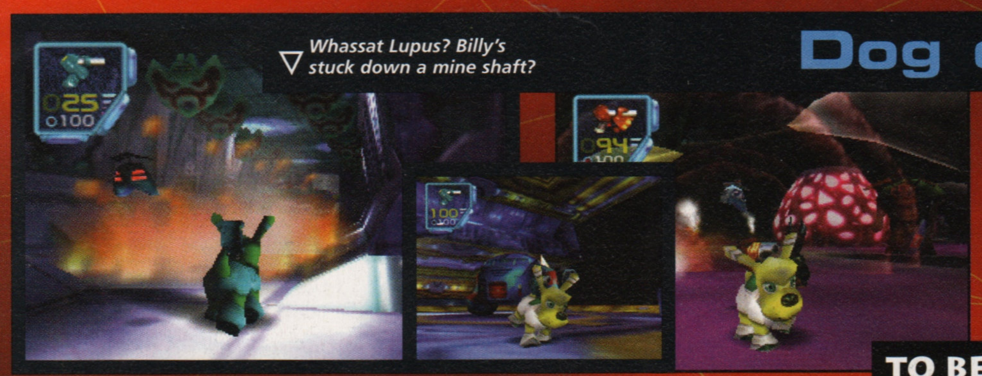
△ See the ejected shell cases? See the alien blood? This is going to be special.

◁ That's a mighty big gun, and a mighty purdy explosion to go with it.

Jet Force Gemini	
NINTENDO/RARE	
TBA	1-4
US release TBA	

JET FORCE GEMINI

canine space spectacular



▽ Whassat Lupus? Billy's stuck down a mine shaft?

Dog day afternoon

Is Lupus unique in being the first canine videogame character? *Silicon Valley* lets you play as a variety of dog-like creatures, but as far as we can recall, Lupus is the only original *named* playable pavement soiler. Interesting, no? Lupus has jet engines in his paws, which means he can take to the air and scout the terrain ahead, and his armoury of missiles puts him head and shoulders above anything you'll find at PetSmart. Woof!

TO BE CONTINUED... More on Rare's new blaster in the very next issue. Hopefully.

EXCLUSIVE PICTURES OF THE GREATEST STAR WARS BLASTER YET!



The skylines in the game are beautiful. Red sky at night, rebel commanders' delight.

Flying characteristics very similar to SoTE.

All these grabs were taken from Nintendo's ECTS show video…

…Expect the game to arrive at a higher screen resolution.

ROGUE SQ

game for a darth



Speeders group up out in space.

Fight it out with Ties over a city.

Be careful not to follow your kill too closely.

The X-Wing is nicely detailed. Fog ahoy, though.

Part of a cut-scene on Tattooine.

More action on Luke's home planet.

Given that the first level of *Shadows of the Empire* – the Battle of Hoth, as you may recall – was undoubtedly the best, it's perhaps not such a surprise that LucasArts' second attempt at Star Wars-style supremacy on the N64, is entirely based around airborne activity.

Equally, after the shambling wreck that was *Shadows*' central character Dash Rendar – a man you'd take a sizeable crowbar to without even considering the consequences – it's pleasing to see that *Rogue Squadron* places you into the Jedi-soaked shoes of the more familiar, and eminently more likeable, Luke Skywalker. Which, bar any disastrous errors in the scriptwriting department, will effectively banish memories of Dash's hideous Rendarisms: "Well, I gotta earn my pay, ain't I?" Shut it.

Working from scratch, instead of using the remnants of *Shadows*' Hoth engine, LucasArts have been working with co-developers Factor 5, whose other current N64 game *Thornado* is a *Turrican* wannabe (we mentioned it in issue 1 and we're still waiting for screenshots). The two companies have created a universe – based on the *Rogue Squadron* novels – that brilliantly apes the films. In fact, with a host of instantly recognisable locations, and fan favourite craft, the environments play like an A-Z of the Star Wars back catalogue, with everything a follower of the films could want to see… all on a tiny cartridge the size of a pocket dictionary.

The exact number of levels in *Rogue Squadron* has yet to be specified but, after extensive plays at both the American E3 and British ECTS shows, **N64** has to say that the *size* of them is incredible. Flying our way across Tattooine – in an X-Wing, no less – we spotted Mos Eisley (later on, one of your missions sees you battling it out with Imperial forces above the smugglers port), Jabba's Palace, the Pit of Sarlaac, Beggar's Canyon and Luke's

The Art Of Craft

Before you venture out to battle with the Imperial forces, *Rogue Squadron* gives you the choice of a full lock-up full of prime Star Warsian crafts. As well as Y-Wings we saw...

X-Wing	A-Wing	V-Wing	Speeder
A dogged battle ship, with four-way lasers. Comes complete with an R2 unit as well.	Of all the one-man machines, A-Wings are the fastest and perfect for canny dog fighting.	Created especially for *Rogue Squadron*, this ship's capabilities are as yet unrevealed.	Brilliant for battles at low altitude, these are for any occasion, not just snow.



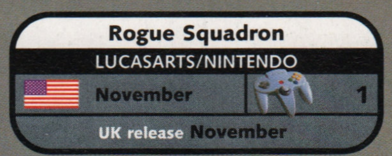






UADRON





Homestead. Each spot is integral to the plot at one point or another. Rescue missions, for example, will see you having to save Rebels from death at the Sarlaac pit.

Other locations will include the spice mines at Kessel and the oceans at Mon Calamari, as well as – speculation alert! – missions based in Cloud City and Endor. Let's hope, with the latter, there's the chance to nuke some Ewoks. Or stamp on them with a hijacked AT–ST. *(You're evil – Andrea)*

Alongside Luke will be two helping hands: Wedge Antilles and Dack. Wedge was, of course, Luke's fellow X-Wing pilot in Star Wars, while Dack's back from the dead after getting it big-style in his Snowspeeder in The Empire Strikes Back. Both blokes will help Luke out as he progresses through the game, with snippets of speech and handy text messages. They'll also fly alongside him during heated battles, though they'll be CPU–controlled.

Graphically, the game is impressive. There's certainly too much fog at this stage – especially in some of the Tattooine sections – but the level of detail is exceptional and the textures are nice and sharp. The best news, though, has to be that *Rogue Squadron* will be compatible with the 4Mb Expansion Pak, meaning the game will eventually run in an eye-gorgingly fine 640x480. The wonder of this has already been displayed by Iguana with their breathtaking *Turok 2*.

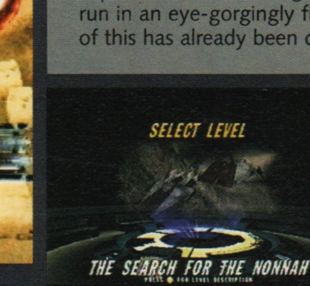
And musically it's not tatty, either. John Williams' score has been ported nicely and the incidental music reacts to action on-screen and also to specific locations. So, as you battle over Mos Eisley the music will thump away to the main Star Wars theme but, as soon as you swoop off to Luke's homestead, it'll fade into Luke's score from the movies.

With only a matter of months at their disposal Factor 5 are putting the finishing touches to *Rogue Squadron* as we speak. And, judging from playable show versions and superb video footage, it could quite possibly be the best Star Wars game ever. Find out here first...

△ The X-Wing is already our favourite craft.

VISUALS **Rogue Squadron *will be compatible with the 4Mb Expansion Pak. It will eventually run in an eye-gorgingly fine 640x480.***


△ Explosions are a strong point of the game. Luke's just offed someone, here.




▽ Worryingly short drawing horizon, here.

TO BE CONTINUED... We'll playtest *Rogue Squadron* a good deal more next month. Mmm...



Erm... It was a huge alien battle, you fool.

Lock-on and blast it to pieces.

Drone King eats something it doesn't like. Bleeeeurgh! Now that's just plain unsavoury.

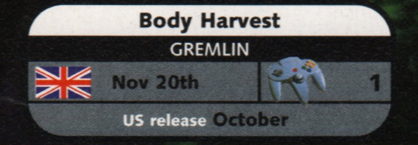
Some of the smaller Flea aliens can be squashed like humans, but not this one.

BODY HARV

DMA Design's vast action/RPG/shoot-'em-up hybrid was on show at ECTS in its final incarnation. And despite having spent ages playing through the game for issue 18's Special Investigation, we just had to give it one last go before we get our review copy in.

Set over five worlds and 1000 square miles of landscape, *Body Harvest* is basically the biggest blaster we've ever seen, with the addition of characters to interact with and puzzles to solve. As Adam Drake, one of the last surviving humans, it's up to you to travel back in time and eradicate the alien predators which have harvested mankind to near extinction over the last century. Luckily for you, one of the other survivors is an über-babe called Daisy, who'll offer pertinent advice during your mission. Well, at least you won't be lonely.

Body Harvest will be a-blasting and a-role-playing its way to a store near you very soon, and we'll be reviewing it the moment we receive a finished cart. For the time being, here are some brand new shots to feast your eyes on, and some of the best bits we've discovered so far from our preview cart.

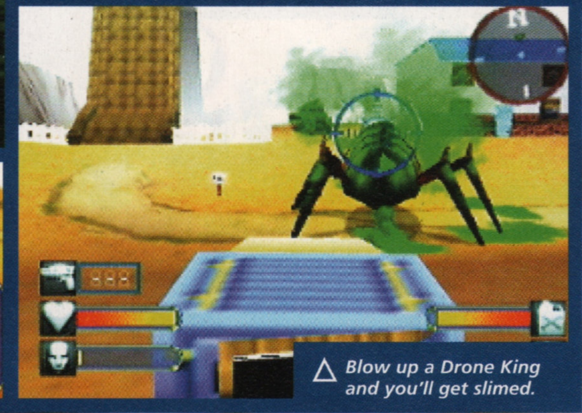




That rainbow haze in the distance is an alien shield dividing Java.

That's nice to know, isn't it? Somebody really cares. (sniff)





Blow up a Drone King and you'll get slimed.



EST
gore galore

Top massacres

Some of *Body Harvest*'s finest moments come when dishing out justice to the civilian population. They might not deserve it, but it's great fun. The best massacre we've managed to perpetrate so far was in Greece, where we ran down at least eleven men, women and children with a fire engine. Harsh but fair, that's us.



Do ya feel lucky, punk? Well, do ya? Oops, my finger slipped.

Nice bit of parking there, Adam! Good work, my friend.

Top vehicles

There are countless vehicles scattered all over the countryside, and they're all useful. They act as body armour, so you can dump an old one for a newer model when its energy meter gets too low. The best vehicle we've driven so far is the Panzer Tank on the Greek level, but there are scores of others waiting to be discovered.

Halt, in the name of Adam Drake! I need to borrow your truck. (Bang!)



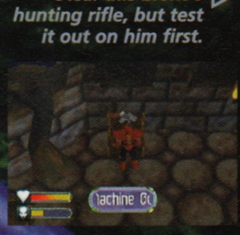


Hoverboats are essential vehicles for getting around Java's swamps.

Top weapons

New weapons can be found hidden in houses as rewards for making progress in the game, and alongside shotguns, rifles and machine guns, you'll find essential items such as ammo and explosives. There are also 'free' weapons on certain vehicles – tanks, for example, have far more powerful cannons than you could possibly carry on foot.

Steal this bloke's hunting rifle, but test it out on him first.





Handle with care – that stuff is dangerous.

Top chompings

Every so often, a harvesting wave beams down somewhere in the level, and you'll have to find it before it can consume enough humans to create a mutant. Destroy the Drone King and you'll have saved a few more humans from the chomp (so you can kill them yourself later, if you feel like it). Get too close, though and...



A harvesting wave beams in. Better get to work then.

Munch munch. What a way to go. And Adam's the dessert.

TO BE CONTINUED... Look out for our *Body Harvest* review, coming very soon....

PLANET 64

NINTENDO 64 NEWS CENTRE

Going up!

Could this be the first ever successful console upgrade?

The screen resolution of many future N64 titles could well be on the increase, thanks to Nintendo's new 4 Megabyte (Mb) RAM Expansion Pak, which is due to be released in November.

Installed by slotting into the N64's expansion port at the top of the console, the only games confirmed to use the Pak so far are *Rogue Squadron* and *Turok 2*. However, as you'll see from our massive review starting on page 52, the extra memory makes such an astonishing improvement to the game's already impressive graphics, we'd expect almost everyone who buys *Turok 2* will want to get a RAM pak as well.

The pak doubles an N64's Random Access Memory (RAM) to 8Mb (four times more than Sony's PlayStation) and allows developers to use the N64's hi-res modes for far more visually complex games. The maximum resolution is a screen-bending 640x480. Previously, only Acclaim's *QuarterBack Club*, *All-Star Baseball* and *WWF Warzone* have been able to run in anything other than the standard 320x256 pixel resolution.

The extra memory the pak provides will also allow for much larger levels, more textures, and more graphical variety, as twice as much data can be decompressed from the cartridge ROM at any one time. And with cart sizes likely to increase beyond the current 32Mb (256Mbit) maximum, we could be about to see a new generation of even more impressive games.

Nintendo currently have no plans to bundle the Pak with a game, instead preferring to sell it separately as a $30 optional extra for those who'd like to exploit the hi-res option in future games. What's more, as you're reading this, certain developers are beavering away adding hi-res options to their games, although rumours of a *GoldenEye* Special Edition have proved to be no more than idle speculation.

The RAM expansion pak will go on sale in the States on November 24th – just one day after *Zelda*, strangely enough.

The 4Mb Pak. A truly wondrous new invention from Nintendo.




The law-breakingly gorgeous Turok 2 *complete with 640x480 screen resolution. The difference it makes to the game is incredible (see page 52).*



Rogue Squadron. *The N64's second confirmed title with 4Mb Expansion Pak compatibility.*



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SHORT CUTS

HOUSE ARREST

We were expecting to see Shigeru Miyamoto at this year's ECTS, but the world's greatest games designer was unable to leave Japan. The reason? He had to put the finishing touches to *Zelda*, and is still working frantically to get the game ready for its debut in Nintendo's home land, where any further delay would risk alienating the already disenchanted Japanese N64-owning public.

Still, Shigsy's extra homework seems to be paying off – it's been announced that early copies of *Zelda* will be demoing in American shops from the last week of October, and hopefully over here in early November. For news of a British release date, turn to page 46.

BRIT SOFT

According to ELSPA (The European Leisure Software Publishers Association – a grouping of nearly all Europe's games publishers) Britain is the games software capital of Europe, with three times as much money invested in new software as the next largest games producer, France. One company that can't have been included in the calculations is Ocean, one of the oldest software companies in the country, and now officially dead. The veteran company was recently bought by up-and-coming French publishers Infogrames, who originally planned to use the Ocean name as a publishing brand. Times have changed, though and they've now decided to drop the venerable name in favour of their own.

The Ocean name might possibly return some time in the distant future as a niche brand, but for now a hefty slice of gaming history is no more.

Going down!

The days of £60 N64 games are long gone.

Anyone who's visited their local games emporium in the last fortnight will no doubt have noticed the aggressive price reductions on N64 software and controllers.

With classics such as *Wave Race*, *Yoshi's Story*, *DKR*, *Mario Kart* and *Pilotwings* now retailing at £39.99, and *Blast Corps*, *Mischief Makers* and *NBA Courtside* down to a mere £29.99, Nintendo are expecting the N64 to take the UK console market by storm this winter.

What's more, £39.99 will be the new price point for all future premium games releases – and that includes *F-Zero X*, *Turok 2*, *1080° Snowboarding*, and *V-Rally 98* amongst many others. The only game currently scheduled for release at the old £49.99 mark is *Zelda*, which seems reasonable enough to us – it's only the same price as *FFVII* after all.

This new move puts the cost of the average N64 game on a par with PlayStation titles for the first time ever, and looks certain to persuade the last lingering doubters, who had been put off by the higher cost of Nintendo software, that the N64 is an essential purchase this Christmas.

The only people who might not be quite so enthusiastic about the price cuts are the third-party peripheral manufacturers. With official Nintendo controllers now selling for just £19.99, the market for cheap third-party joysticks has been more or less destroyed overnight.

Capcom come to London

A new commitment to Nintendo?

Interesting news for Capcom fans this month – the Japanese games giant is to set up a new organisation based in London, Capcom Eurosoft, to oversee the management of all Capcom's business in the increasingly important European market.

More important to readers of this magazine, though, is the news that Capcom's press releases now proudly describe the company as an N64 developer. So hopefully we'll be seeing a commitment to new Nintendo releases going way beyond the sole title revealed so far, their Disney-licensed *Tetris* variant.

The fact that Capcom Eurosoft will be headed by William Gardner, the president of Capcom's US division, shows that the company are taking their European venture very seriously. Now all we need is *Ghouls 'n' Ghosts 64*, a few classic arcade updates, and, of course, the *Street Fighter* game we've all been pining for.

A slice of price!

All the games you could possibly wish for and every one for under fifty quid...

So, to celebrate the fact that, by Christmas, there're going to be over ONE HUNDRED titles available for your N64, we've got together with THE Games to offer one lucky winner a copy of each of the reduced £29.99 and £39.99 games that are wending their way to your shops.

There'll also be two runner-up prizes of a game of your choice from the list and all you have to do is send in your name and address. No questions, no hassle. No nufink. Lovely...

Reduced!

£39.99	£29.99
Shadows of the Empire Wave Race 64 Mario Kart 64 Diddy Kong Racing Top Gear Rally Yoshi's Story Pilotwings 64	Blast Corps Mischief Makers Tetrisphere Cruis'n USA Kobe Bryant in NBA Courtside Automobili Lamborghini

New!

£39.99	£49.99
F1 World Grand Prix 1080° Snowboarding F-Zero X Waialae Country Club Golf Bomberman Hero Turok 2 ISS '98 Mission: Impossible V-Rally '98	The Legend of Zelda: Ocarina of Time Star Wars: Rogue Squadron Lylat Wars (with Rumble Pak)

RULES

There're some rules round here...

1. The closing date for entries is November 10th, 1998.

2. Employees of Future Publishing or THE are forbidden – by Albanian law – to enter.

3. The Editor will pick a winning entry from a hat full of Wil's shoes.

4. The prize is nice, no?

GO! GO!





STORE ZONE

Games retailers have been shocked by the demand for Acclaim's *WWF Warzone*, with shops across the country completely running out of stock. The shortages, which are due to the fact that Acclaim only shipped some 60,000 PAL copies of the game, have even pushed the aging *WCW vs NWO* back into the charts. Wrestling seems to be a lot more popular over here than anyone predicted.

DRIVE ON

Boss Game Studios and Midway are teaming up to produce a second generation racing game, *GT World Tour*. The game looks very flashy indeed, with a letter-boxed hi-res mode running without the use of the RAM Expansion Pak. Perhaps now that Nintendo have confirmed a release date for the Pak, Boss will be able to upgrade the game to include a full-screen hi-res option.

CORRECTION

In last month's New Goods section, we mistakenly attributed the N64 binoculars, radios and cameras to Nugen. These licensed toys were in fact from a company called Sakar, distributed by Planet Distribution. Nugen *did* produce the excellent Manta Ray controller though, which we thought was "without a doubt the best third-party joypad we've ever reviewed," awarding it a healthy 91%.

QUAKE WINNERS

Due to the fact that they're morons, **N64**'s cleaners took boxes full of *Quake* entries to our local skip and dumped them. We managed to recover some of the 'mislaid' entries. But not all. So, in order to send out the well-deserved prizes, could the people named in **N64**/20 as winners, please contact us with their details along with a brief description of their entry. Phone, e-mail or letter, we're not fussy. Thankyou.

FANZINE FARM

Then oi takes 'em round the back of the cow shed, and oi shoots 'em. Arrr.



GO! GO! MULTI FANZINE

This is a promising little offering – a pocket guide to the world of manga, the orient, import games and Hong Kong video. Exactly how much of this world you can fit in 16 A5 pages is debatable, but what there is in Jonny C's creation is amusing, esoteric and totally unlike anything you'll find in the average wannabe-professional fanzine. There's a bit of Game Boy Tamagotchi information (did you know the Japanese version comes with an on-cart speaker?), some manga stuff, and a review of a Chow Yun Fat martial arts film. There's even a quick guide to sushi, complete with a selection of handy phrases – although we'll have to get Max to check them out before we actually try using them.

• Send £2 to Jonny C, 12 Merrywood Park, Camberley, Surrey GU15 1JR and you'll receive a spanking new copy of GO! GO! Multi Fanzine.

G-ZINE

Digging through our reeking box of summer leftovers, we found this tasty little asparagus nestling among all the rotting potatoes and turnips. It's a bit on the slim side, weighing in at just 13 pages, but it's quite nicely done and easier on the eye than most. The main body of the 'zine concentrates on PlayStation stuff, which is okay if you own both machines, but there's a nice *Snowboard Kids* guide and a pull-out booklet devoted to *Mario 64*. Issue 2 was the most recent one we could find, and we're not sure if its seed hasn't fallen on barren ground since then, but it's worth a look.

• G-Zine costs £1.50, and is available from Peter Wright, Archgrove House, Horsegrove Lane, Rotherfield, East Sussex TN6 3JX.





JOURNEY'S END

Now this is quality produce, and you know what they say – you'll never get tired of a good old Granny Smith, no matter how many of those horrible Golden Deliciouses you get rammed down your throat. Journey's End is up to issue 16, at the last count, and it's plain to see why it's managed to keep going for so long. It's written with a real enthusiasm for its subject matter (multi-format RPGs, in case you missed our last review), and it's always packed with enough interesting information to represent excellent value for £1.50 plus a stamp. What's more, the covers are great, and it's something you'd actually want to keep and collect. N64 coverage this issue is limited to *Mystical Ninja*. Wonder what they'll make of *Zelda*?

• Journey's End costs £1.50 and a stamp, or £10 for six issues, from Ann Simpson at 28 Dashwood Street, Derby, DE23 6SU.

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

Bond scoops top prizes

The world's greatest game gets its feet kissed at ECTS.

Just in case you were in any doubt as to who's the most respected games company in the world, Nintendo once again cleaned up at the annual ECTS Video Games Awards ceremony held this year at Stamford Bridge.

It was all thanks to the amazing *GoldenEye* – still riding high in the charts eleven months after it was first released – which won the company a second successive 'Console Game of the Year' award, following *Mario*'s triumph last time around. Rare deservedly picked up the 'Developer of the Year' gong, for *DKR* and *Banjo-Kazooie*, as well as their 007 antics, and Nintendo scooped the coveted 'Publisher of the Year' title.



New Goods

Time to res up your life with Datel's Nintendo beater.

Power RAM
Datel • £TBA • 01785 810800

Those crazy people at Datel – they're certainly quick, aren't they? At least, in terms of developing new products before Nintendo have even announced the official one. We first heard about the Power RAM expander back in issue 16, and presumably Datel have been stockpiling them ever since in the hope that there would one day be significant software support for them. Well, with the N64 world about to go RAM Pak crazy, this is the ideal moment to unveil the first third-party memory expansion.

The Power RAM is a dinky little red bit of plastic about the size of a matchbox, and it's so light you'd think it was completely empty – compared to the official Nintendo model, it weighs next to nothing. However, it does exactly the same job, boosting *Turok 2*'s screen resolution and enhancing any future games which include a RAM Pak option. Perhaps a little worryingly though, whilst Nintendo's model includes a hefty metal heat sink on top, Datel's one makes do with the standard ventilation slots on the back. Still, it hasn't sent our N64 into meltdown yet, and if it turns out to be significantly cheaper than the official RAM Pak, it's a must have for *Turok 2* players.

88%

RETROWORLD

with Jason Moore

You don't have to look back too far to find Nintendo retro classics. The almost forgotten Virtual Boy is one of the most extraordinary machines ever released and, though we've looked at it before, it's time once again to squint your face up and get ready to let your eyes bleed.

One of the major stumbling blocks of the VB is that it's so uncomfortable to play. I actually remove the stand from mine, lay flat on the floor and balance it on my face. Not only is this still pretty awkward, but there is a dirty, me-shaped space on the carpet where I've been vacuumed around. Then there's the Nintendo tattoo, the dark red ring that's left around your face if you've been playing for more than ten minutes. When Nintendo originally released the machine, they explained that the reason they didn't set it into a more familiar styled head-set, was that their research had proved this more damaging to the eye. Frankly, I can't see the difference.

However, Nintendo did promise the release of a shoulder harness unit. Now, while the promotional photos made the harness look about as comfortable as a surgical truss, it would no doubt have been a better alternative than strapping your VB to your head with your belt and a handful of elastic bands. Unfortunately, the harness was never released and VB fans across the World can be instantly recognised by their alien-like Nintendo tattoo.

Interest in the machine goes from strength to strength, recent rumours of the discovery of a missing game have sent the prices of lesser titles rocketing. VB Lab is a strange roleplaying game which takes place in a chemistry lab.

For those of us who are more frugal, there has recently been news of a multi-cart for the system. Apparently, the Hong Kong sourced cartridge contains all 21 official games and some additional demos and prototypes. Don't get too excited though, the cartridge has yet to be seen for sale outside the territory.

WATERWORLD – OCEAN

Waterworld is the only game to be released in the US, but not to make it to the Japanese market in any form. The game itself sees you in command of a missile-armed boat and the weak, mission based plot, is really just an excuse for a 3D shoot-'em-up. Variety is almost non-existent, finish a couple of levels and it soon becomes apparent how dull this title is. That said, the graphics are clear and well defined and the 3D effect is both fast and realistic. It seems that *Waterworld* bares more than a passing resemblance to its parent movie. All effects, no content.

RETRORATING 41%

SPACE SQUASH – COCONUT

This Japanese title goes to the very roots of video entertainment, as it harks back to that TV game classic, *Pong*. To push *Pong* into 3D may not sound like the most revolutionary concept but the result is a very playable game. You play from a first person perspective behind your bat and must beat your computer opponent by varying your shots, hoping he will eventually miss the ball. While the whole success of the original *Pong* can be put down to its two player game, the opponents in *Space Squash* are tricky enough to offer a considerable challenge.

RETRORATING 69%

VB BASEBALL – KEMCO

Why are Americans so obsessed with sports games? Read any interview with Howard Lincoln and he'll rant on about the great new sports games coming out for Nintendo machines. It seems you can't sell a console in the States if you can't play baseball or basketball on it. Strange then, that the baseball title for the VB was written in Japan. To be honest, I think one player sports games are pretty pointless and *VB Baseball* is no exception. Nice big chunky graphics, smooth animation and simple yet compelling gameplay but, in the end, you're just trying to beat a bunch of statistics. Americans... hummmmmph!

RETRORATING 53%

VIRTUAL FISHING – NINTENDO

One of the rarer VB titles and it's not hard to see why. There can't be many hardened games players whose second hobby is fishing. This title may be highly sought after by collectors but that's only because it never sold very well. Spend more than ten minutes trawling round the game's Japanese test and you'll soon figure out why. When you finally select the right combination of options you may be rewarded with an animated fish but, for a system so reliant on its 3D hardware, it's bizarre that Nintendo chose to release such an inactive game.

RETRORATING 44%

Jason Moore can be contacted at:
61 Baccara Grove
Bletchley, Milton Keynes MK2 3AS



Updating you on the N64 games of the future

This month including:

- DUKE NUKEM: ZERO HOUR
- NIGHTMARE CREATURES
- REVOLT
- CHAMELEON TWIST
- RAYMAN 2
- SHADOWMAN
- WILD METAL COUNTRY
- NFL BLITZ
- NASCAR '99
- BATTLETANX
- PUMA STREET SOCCER
- LEGO RACERS
- NFL QUARTERBACK CLUB '99

Time to

DUKE NUKEM: ZERO HOUR

MIDWAY	64M	 1-4	December	Early '99

PLAYED IT!

The Dukester's back, 'witty' catchphrases and all. But this time he's abandoned the traditional first-person shoot-'em-up formula and turned into a third-person action hero in the spanking new, nothing-like-a-sequel adventure, *Duke Nukem: Zero Hour*.

In making the leap from flat 2D sprite to fully polygonal 3D killing machine, Duke has acquired Turokesque agility, a whole new world to explore and plenty of unpleasant alien beasties to test out his new arsenal of weaponry on. The environments follow the old *Duke* tradition of realistic locations in unusual circumstances, but now the cities, shops and public buildings will be populated with properly animated 3D creatures instead of the chunky scaled-up sprites we got in Duke's first N64 outing.

We were certainly impressed by the detail of the levels, particularly in the streets of the city, where looking up gave a dizzying, fog-free view of the vast skyscrapers. Another level saw Duke travel back in time to the 19th century Whitechapel, where the objective is to unmask (and presumably kill) Jack the Ripper – Victorian London has never looked so appealing.

Zero Hour is being developed exclusively for the N64 by Eurocom, who were responsible for the rather good conversion of *Mortal Kombat 4*, and it has absolutely nothing to do with the disappointing new *Duke* game on the PlayStation. Sighs of relief all round then.

Zero Hour is still scheduled for a Christmas release in the States but it didn't seem quite that close to being finished when we played it at ECTS – the bad guys weren't in place, and the mission objectives hadn't been included. Looks promising though, and we'll be bringing you an update just as soon as we get hold of the latest version.

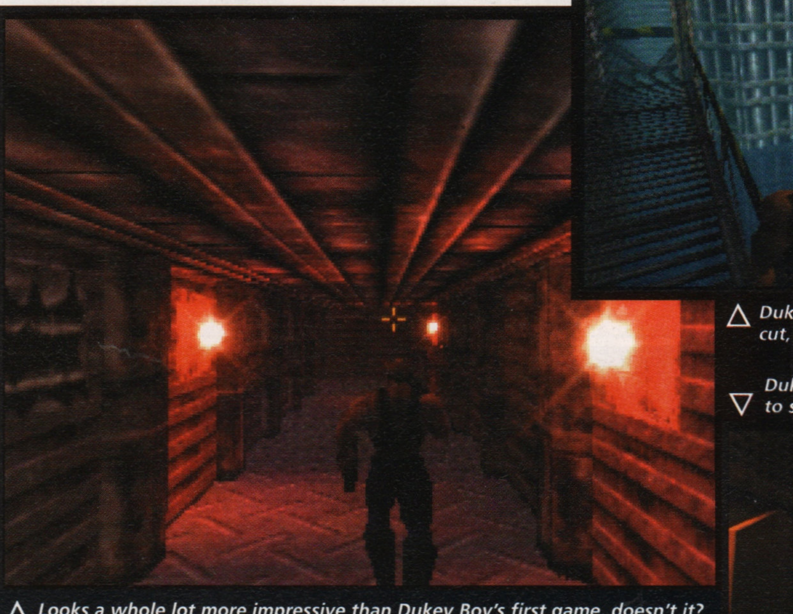
△ *The Armory (sic) is definitely a fun place for the Dukester.*

▽ *'Allo guv'nor. Spare a penny for a vile old hag? Ha'penny?*



△ *Duke stares at the crosshair in a buzz-cut, muscular psycho sort of way.*

▽ *Duke: The Movie – when push comes to shove, a hard man is good to find.*

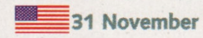


△ *Looks a whole lot more impressive than Dukey Boy's first game, doesn't it? We can't wait to see just what he'll find in this pink light district.*





NIGHTMARE CREATURES

ACTIVISION	64M	 1	 31 November	 TBA





△ Burp any more of that curry breath over here, and you'll be very sorry indeed.

◁ Low cut tops allow Nadia the greatest freedom of movement when fighting.

△ Father Ignatius prepares to separate Red Beastie's legs from his body.

Right then, you disgusting insect thing from hell – say goodbye to your limbs. ▽

△ Check out the moves on Nadia. High kicks and sword chops are the order of the day.

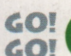
Time to travel back once again to the Gothic world of (gulp) "fog-shrouded" Victorian London, with Activision's, on, off, and now very much on again, 3D zombie slasher, *Nightmare Creatures*.

The game has been in development for some time now, what with all the rumoured cancellation problems developers Kalisto have endured since the title was first announced. It's a conversion from an entertainingly gory PlayStation game, and the good news is that the N64 version will be just as bloody. So expect to see plenty of flying body parts and gallons of spurting blood as the two characters, Father Ignatius and Nadia, hack, chop, bludgeon and slash their way through the 20-odd breeds of hell-spawn, infesting the grim back streets of the capital.

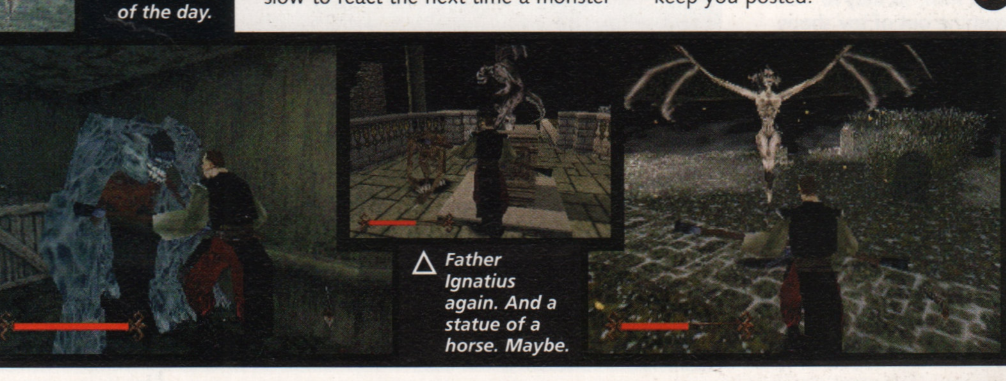
The gameplay involves quite a bit of exploration but the emphasis is placed firmly on fighting and killing. As you wander around the graveyards, alleyways and buildings, an adrenaline meter slowly drains away, leaving you slow to react the next time a monster leaps out of the shadows at you. The only way to counter this is to run around looking for fights to keep your character pumped up and ready for action.

The characters each have a slightly different fighting style, with Father Ignatius particularly partial to hacking zombies in half with his huge and deadly Whacking Staff – an item right at the top of our Andrea's Christmas wish list. Nadia is more of a martial arts enthusiast, although she's pretty handy with a sword, and both characters can use the special weapons left lying around the game's 16 levels, such as pistols and explosives. It's also rumoured that you may even be able to use one of the monsters as a hidden character.

Nightmare Creatures looks like it could be another entertaining addition to the N64's import gaming library when it's released in the States on Halloween. The only potential rabbit-raisin in the muesli is the lack of any firm commitment to an official UK release, but these things are always subject to change. We'll keep you posted.

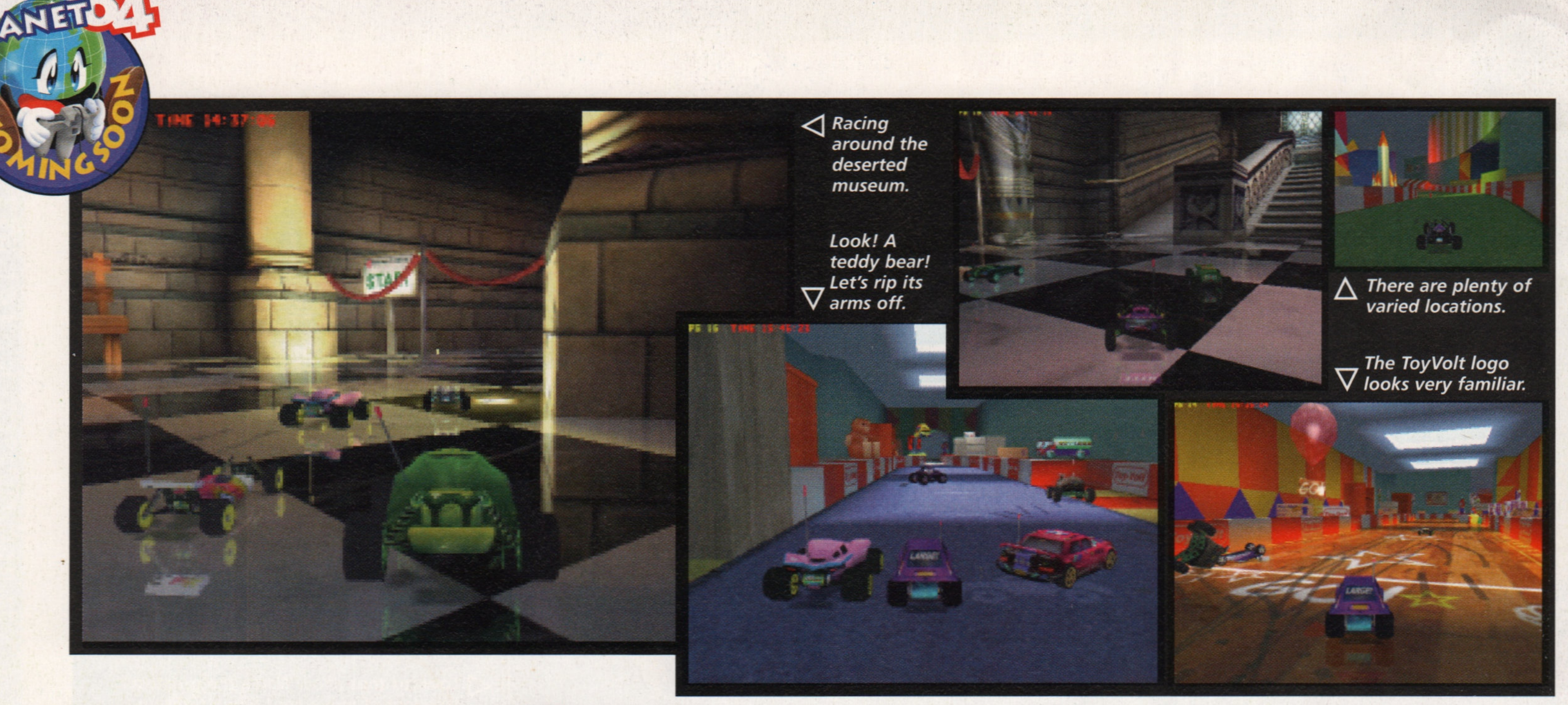


What on earth is happening here? Something to do with zombies and killing, no doubt. ▷



△ Father Ignatius again. And a statue of a horse. Maybe.

GO! GO! ▷



◁ Racing around the deserted museum.

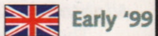
Look! A teddy bear! Let's rip its arms off. ▽

△ There are plenty of varied locations.

▽ The ToyVolt logo looks very familiar.

Revolting racers

REVOLT

REVOLT	64M	 1-4	 Early '99	 Early '99




Another day, another new racer is confirmed for the N64. We could get used to this, y'know! What makes *ReVolt* look particularly interesting is the fact that it's coming from the most reliable third-party games folk outside of Twycross.

Superficially the game looks a little bit like Ubi Soft's *SCARS*, but it plays much more like *Micro Machines* than anything else. The cars are all toys (from the ToyVolt Corporation, as if anyone cares about plots in driving games), and due to a freak computer fault in the production line, they've gained minds of their own, and have decided to, erm... revolt! As we all know, there's nothing that sentient toy cars like better than a good race, so they're zooming out of toy shops around the world and lining up in parks, museums, and city streets for a real burn up.

The races are fast and furious handbrake turn-fests, but with the realistic physics modelling you only normally get in serious driving games like *V-Rally*. Each wheel on the dinky little cars has independent suspension, so every different vehicle should have very distinctive handling characteristics.

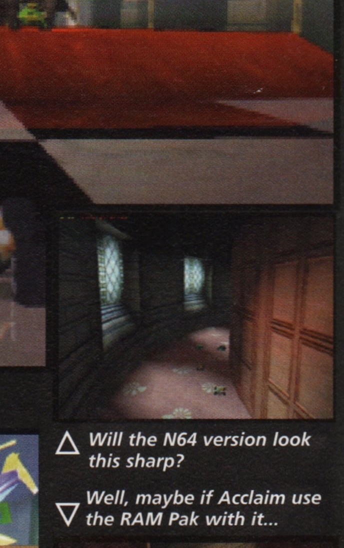
The game is still at an early stage of its N64 development, so unfortunately all the lovely hi-res shots you see on this page are taken from a turbocharged PC costing 20 times the price of our little black box o' tricks. Still, we're hopeful that our version will be up and running smoothly at a resolution similar to *SCARS* (and with four player simultaneous action), some time later this year, when we'll be able to bring you a more in-depth preview.

PLAYED IT!

A top combination of teeny, tiny cars and gi-normous locations. ▷

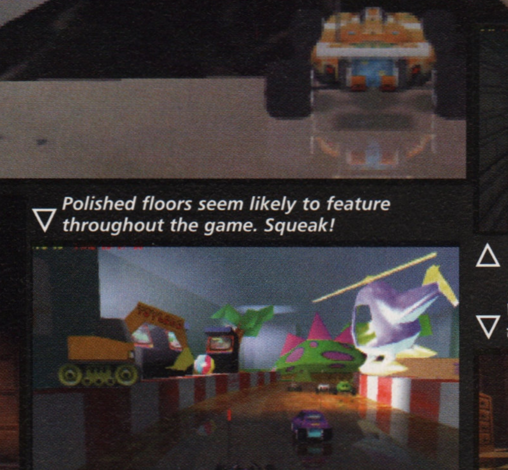
▽ Dino time! Every game should have one – it's the law.

▽ Polished floors seem likely to feature throughout the game. Squeak!



△ Will the N64 version look this sharp?

▽ Well, maybe if Acclaim use the RAM Pak with it...







◁ Watch in awe as Chameleon performs a spectacular mid-air twist on his tongue.

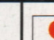
Gaze, paralysed in ecstacy, as our colourful hero soars thorough the sky. ▽

△ Much better graphics than the original game, that's for sure.

Lickers in a twist

PLAYED IT!

CHAMELEON TWIST

SUNSOFT	64M	 1	 December	 TBA

We have to admit, we were somewhat surprised when Ocean picked up the original *Chameleon Twist* for a UK release last Christmas. The market for a platform game aimed specifically at the 'younger player' was limited then, and is even more so now, what with the amazing *Banjo-Kazooie* appealing to gamers of all ages. But the Chameleon is back once again, albeit without a confirmed PAL release as yet, in an updated tongue-related adventure.

This time round, Chameleon sports a natty red backpack containing a parachute, with which he can float around and take in the sights at leisure. Nice and relaxing, but his best ability is still an enormous flexible tongue of the type Yoshi would kill for. This rubbery appendage can be shot out over huge distances, and it sticks to all manner of different surfaces. Once a good grip has been established, Chameleon reels in his tongue, catapulting him through the air. Top stuff.

The game takes place over five or six new worlds – Toy Land, Music World, Ice World, Oedo Land, Arabia Land, and a sky section that may just turn out to be an elaborate level select screen. The gameplay is pretty much identical to the original, with a few essential tweaks to the camera system, an increased difficulty level, and some sections that can only be reached with the parachute.

We played a near-complete version of *Chameleon Twist 2*, and it did seem remarkably similar to the original, which scored 70% in issue 10. Worryingly though, the brilliant multiplayer battle section (by far the best part of the first game) appears to have been left out, and Sunsoft's promotional literature bills the game as a one-player experience. Hopefully the battle mode will make a reappearance by the time the game comes out in Japan. A UK release should follow next year if a distributor can be found.



△ Looks like there'll be plenty of places to explore, and things to lick.

△ Rolling barrels spell danger, whatever the platform game.

▽ Whoops. Got a bit stuck behind the scenery there. 'Scuse me.

△ The enemies look a bit more solid this time. Get your licking tongue out.



◁ The fire seems to have burned Ray's body off. There isn't much left of him.

That's one mighty fine blackcurrant. ▷

▷ The skull and cross-bones suggest that this object is best avoided.

Boing! Take to the skies, limbless freak style. ▷

◁ Ray's going to fall straight into the lava. Tsss.

Is this what the rabbits near Sellafield look like? ▷

RAYMAN 2

UBI SOFT	64M	1	US: December	UK: December

PLAYED IT!

Armless fun

Ray who? The original *Rayman* game never made it to the N64, despite receiving some fairly good reviews when it appeared on several other formats in 1995. If you don't immediately recognise the limbless hero from these screenshots, then you're forgiven.

Those of you who *are* familiar with the first game will be right at home with its sequel. *Rayman 2* retains the slick motion, sprawling levels, and fiendish difficulty curve of its forefather. One particularly complex section involves leaping from platforms, climbing cargo nets, and using Ray's helicopter ears trick to float through the air whilst a giant airship follows behind, destroying everything you touch within half a second of you being there. Even the game's project director had to resort to a level skip cheat to complete that section, so perhaps a bit of tweakage might be required if mere mortals are ever going to complete the game.

Still, it's pretty good fun to play. It's perhaps more a platform game in the linear *Earthworm Jim 3D* mode, than a *Banjo-Kazooie* explorathon, but you do have the freedom to wander wherever you like in the levels, within limits. The underwater sections are particularly groovy – the giant whale looks very striking.

Graphically, *Rayman 2* is one of the best platformers, with varied environments and very little fogging or pop-up. The characters in the game are a bit freakish but Ray himself is almost cute enough for us to forget the fact that his hands and feet move, disturbingly, without the aid of arms and legs. Still, we don't mind putting up with the occasional worrying mutation if the game lives up to its promise this Christmas. Limbs or no limbs.





◁ Mutated he may be, but this is one game we're really looking forward to.








SHADOWMAN

ACCLAIM	96M	 1	 May '99	 May '99

PLAYED IT!

Shock horror

S*hadowman*, the N64's surprisingly black dark side, was looking better than ever at this month's ECTS show, sporting pin-sharp visuals pleasingly akin to the PC original.

The game, due for release in May, is being developed at Iguana UK and the results are mightily impressive.

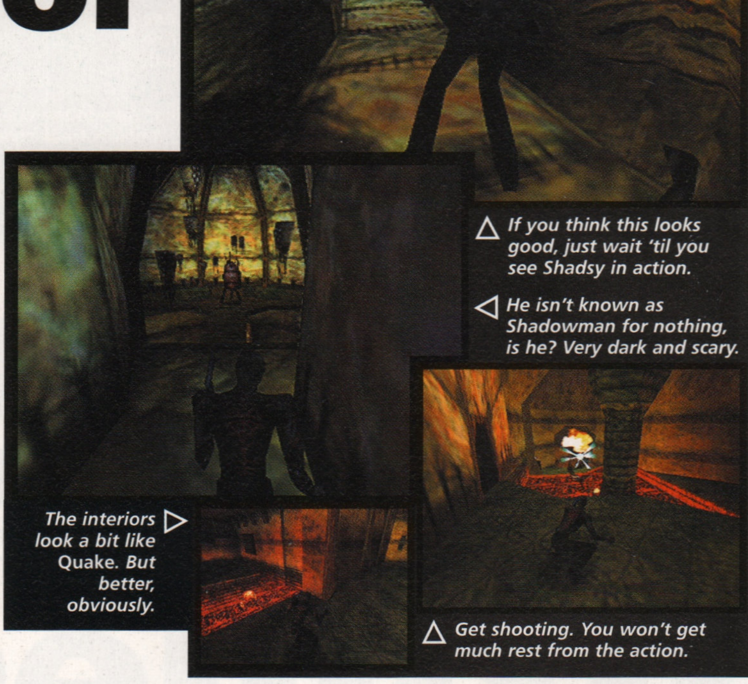


△ Check out that nice Mr LeRoi's handiwork on the left there. This is a bit of a 'bad' neighbourhood.

Playing just the single booth at the London show, **N64** managed to pad their way through a muddy wasteland and then down into a series of labyrinthine caves and pathways. These eventually led to the hut of Nettie, the voodoo priestess who has turned part-time assassin Mike LeRoi into the Shadowman of the title.

Soft skin technology has been used to create more realistic characters: faces wrinkle when their expressions change, and their muscles bulge and become taut when they're being put through physical exertion.

Whispers suggest that *Shadowman* will be compatible with the N64's new 4Mb Expansion Pak, allowing it to run in an eye-blisteringly fine 640x480. The benefit of this, particularly as it's a dual PC/N64 development, would be obvious, bringing the two versions even closer together in terms of looks. We'll update you as soon as we can...



△ If you think this looks good, just wait 'til you see Shadsy in action.

◁ He isn't known as Shadowman for nothing, is he? Very dark and scary.

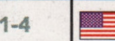
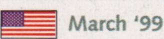
The interiors look a bit like Quake. But better, obviously. ▷

△ Get shooting. You won't get much rest from the action.

PLAYED IT!

Tanked up

WILD METAL COUNTRY

GREMLIN	64M	 1-4	 March '99	 March '99

W*e've already looked at *Body Harvest* this month, but that's not the only big DMA title due from Gremlin. *Wild Metal Country* might be somewhat further off but it looks every bit as promising, albeit on a somewhat smaller scale.

A 27-stage, multiplayer shooter, involving artificially intelligent tanks and buggies with animal characteristics – birds, rhinos, hyenas and the like might sound strange, but it actually works really well. The tanks all behave like you'd expect their animal namesakes to behave if they were high-powered military vehicles. Timid buggies will run away and shoot you from a distance, whereas aggressive tanks will charge at you if you give them a funny look.

DMA have only just begun working on the N64 version, and it needs plenty of optimisation, but if it's anything like as good as the PC version (pictured here), we could be in for a treat.

△ More varieties of tank than you've ever seen.

△ Getting wild in Metal Country. The landscapes are bleak, but this is all about fast gameplay, not pretty pictures. Just you wait and see.

◁ This looks like a top place to mount a surprise attack. Hide at the top of the hill and wait.

▽ The red dots will be replaced by smoke trails.



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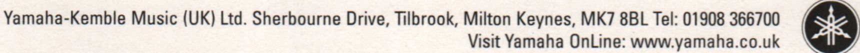


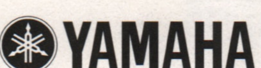


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PLAYED IT! Play hard



NFL BLITZ

MIDWAY	96M	1/2	Out now	TBA

Arriving just days before our deadline, and sadly too late for a review, Midway's *NFL Blitz* is a lightning fast American football arcade game in the *Wayne Gretzky Hockey* tradition.

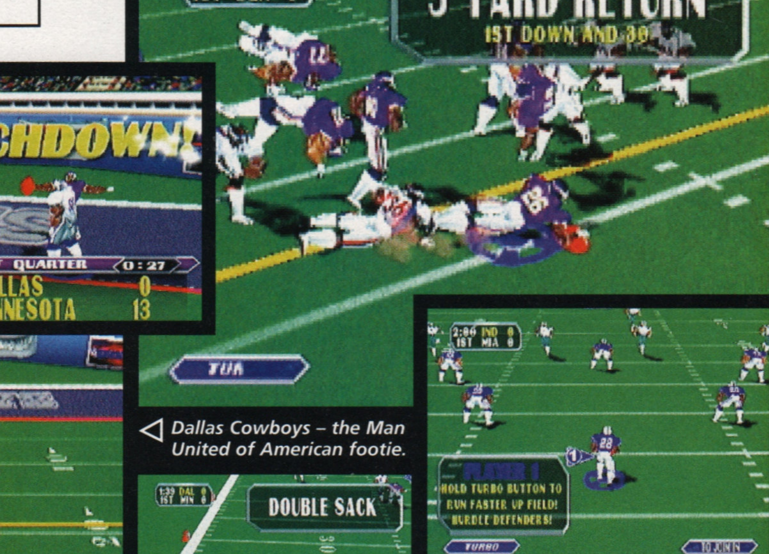
What's more, it's actually stormingly good fun to play. The game dispenses with all the realism and simulation aspects of other football games, with seven players per side, 30 yards required for a first down, and a simple three button control system. There's a limited playbook and a play designer, so you do get to use a little bit of strategy, but most of the time it's a feast of all-out violence and mayhem.

Fouling and cheating are actively encouraged, as is stamping on the quarterback's head after a sack. Nice. The whole thing moves along at a cracking pace – extra points are free, unless you want to go for a two pointer, and even at two minutes per quarter, a combined score of over 100 is not uncommon.

There'll be a full review next month – until then, cast your eyes over these.



Time for an extravagant celebration dance.



Dallas Cowboys – the Man United of American footie.

Helpful hints pop up every so often during the game.

Double sack – sounds very painful indeed. Try and be more careful.

Boy's racer



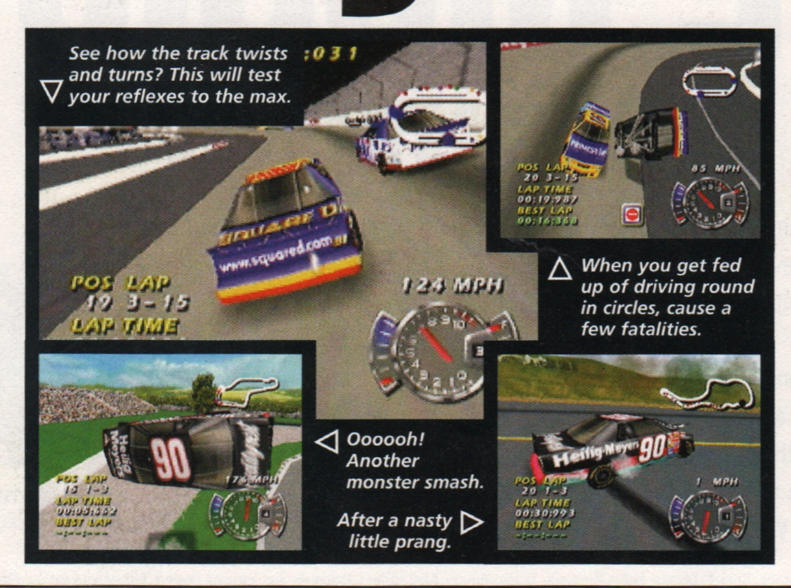
NASCAR '99

EA	64M	 1	Out now	 TBA

Another late arrival this month, *NASCAR '99* is a simulation of the kind of macho racing dear old Tommy Cruise did in Days of Thunder a few years back.

Admittedly, we didn't have too much time to play it before we went to press, but our first impression wasn't really favourable. Most of the tracks are of the oval variety, and it looks like the only thing more boring than watching an oval race might well be driving in one. Still, the European-style race circuits were a lot more interesting, and *NASCAR*'s handling feels pretty authentic – a lot like *GT 64*, in fact.

There are screenfuls of options to play with, and real drivers, teams and sponsors from the US race series. We'll most certainly have got to grips with it by this time next month, when we'll have a full *NASCAR* review.

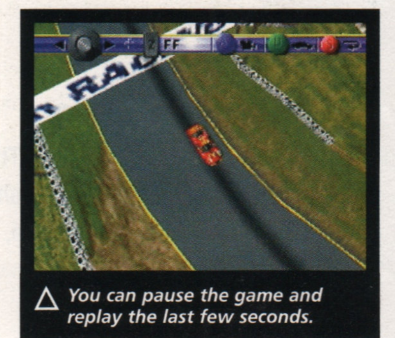


See how the track twists and turns? This will test your reflexes to the max.

When you get fed up of driving round in circles, cause a few fatalities.

Oooooh! Another monster smash.

After a nasty little prang.



You can pause the game and replay the last few seconds.

Girl power

NEW PICS!

BATTLETANX

3DO	64M	1-4	Mid '99	Mid '99

In the post-apocalyptic future, the most valuable commodity on Earth won't be oil or food – it'll be women. Due to a nasty little jungle virus wiping out most of the female population, the few surviving women are referred to as Queen-Lords, and are revered and fought over by tribes of men. Book your tickets now then, ladies.

The weapons used to capture Queen-Lords from rival tribes are powerful tanks armed with flame throwers, missile launchers and nuclear weapons, and the battle arenas are the streets of the devastated cities. The game plays superficially like *Twisted Metal* on the PlayStation, although there's a lot more to it than that.

Just about every object in the game can be shot to pieces, so if you can't find your way around the streets you can just blast your own path through the buildings. Your opponents, as you wreak havoc around the real life American city-scapes, are Battle-Lords from other tribes or up to three of your mates in an excellent multiplayer mode.

Battletanx is due to arrive some time next summer, so there's plenty of time for 3DO to perfect what could be a top class game.

Armymen II? What on earth happened to Armymen I, then?




If the buildings get in your way, give them a good seeing to with a battlefield thermonuclear weapon. That'll sort them out.

Street petite

PLAYED IT!

PUMA STREET SOCCER

SUNSOFT	64M	1-4	TBA	TBA

Stopping the traffic in the town centre. Maradona's probably in a dodgy bar somewhere.

If the ball goes in the water, I'm not getting it.

Nobody's going to do any sliding tackles here.

Nobody seems to be 100% sure exactly when (if at all) Sunsoft's licenced four-a-side footie game will see the light of day on the N64, since its appearance seems likely to depend on how successful the PC and PlayStation versions prove to be.

It's a fast action arcade-style game, set in realistic urban locations such as a port, an airport, and a city park (hopefully free from dogs). The game takes place in a hastily built arena with a tiny pitch and shrunken goals, so you can expect most matches to end up with cricket scores. Like the indoor soccer option in *FIFA '98*, there are barriers to prevent the ball going out of play, although these ones are low enough for any ball over waist height to go flying into the crowd.

The game features a smattering of real life 'greats', including Maradona, Lothar Matthäus, and... Matthew le Tissier. Still, you can't have it all, can you? We'll bring you more news on *Street Soccer*'s status just as soon as we get our hands on it.


Surely he can't miss from there. No blasties though!

GO! GO!



PLAYED IT!

Toy story

LEGO RACERS



LEGO MEDIA	64M	1-4	Spring '99	Spring '99



Time to announce the latest entry to the N64's cute racer stakes. This one features the kind of cars we all spent countless hours constructing on rainy Sunday afternoons, many moons ago. Of course, Lego is still going strong, and we'd probably still be playing with it if our wages would stretch to the kind of sums needed to buy one of those modern computerised Lego sets. But for those of us who can't afford to blow a month's rent on a toy, a £40 N64 game might be the next best thing.

Lego Racers is set on 12 courses (plus one secret), with cars based on the traditional Lego worlds of space, pirates, mediaeval, and plain old vanilla towns. Winning races gives you more cash to spend in the Legotown car shop, and once you've accumulated enough, you can buy extra add-ons such as weapons and improved engines. Being built of Lego, the tracks aren't as strong as real roads, so you can blast through the sides in certain places to create shortcuts.

The game should hit the shelves early next year, conveniently missing the Christmas rush.



With a vast supply of Lego bricks, surely you can do a bit better.

We've seen those tyre marks before...

A little bit of futuristic Lego action for you. Sixth place won't buy much of an upgrade.

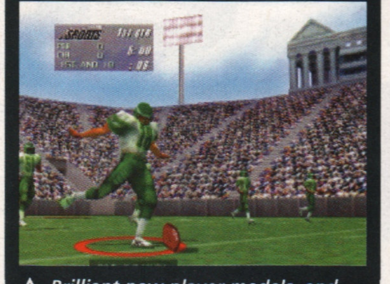
Quarter's back

NFL QUARTERBACK CLUB '99

ACCLAIM	96M	1-4	Oct '98	Nov '98







Brilliant new player models, and still all in hi-res mode.

The memory Expansion Pak will be used, but what exactly for?

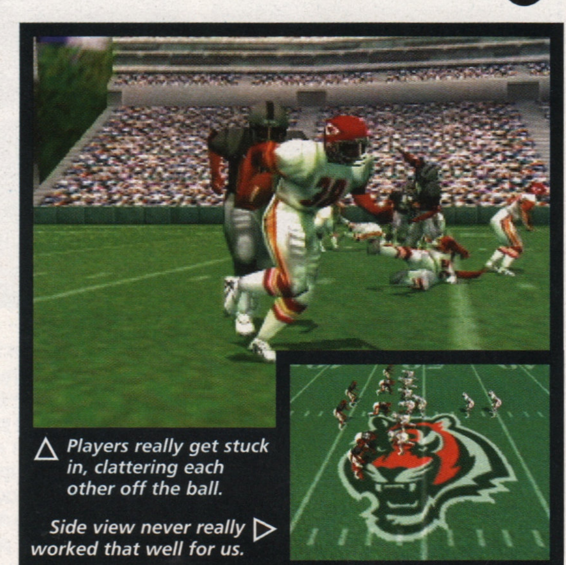
It might not have played quite as well as EA's *Madden '98*, but last year's *QBC '98* sold by the truckload in America thanks to its incredible graphics and official licence. One year down the line, EA have beefed up *Madden*'s visuals and struck a deal with the NFL, so *QBC '99* might not have such an easy ride this time.

But Acclaim haven't exactly rested on their laurels, and having played *QBC '99*, we can say it's definitely a massive improvement on last year's model. Visually, it's come on in leaps and bounds, and the players now sport *ISS*-like levels of motion capture. Watching a series of tackles in the replay mode is almost like watching the real thing – the players push each other around, and they don't rebound for miles like they did in the original. Big running backs can even drag opposing defenders up the pitch, wrapped around their ankles.

The passing system has also been improved, with the analogue used to select which receiver to aim at. There are 30 team specific playbooks built in, or you can take the best plays out of any of them and build your own.

Out soon, and clashing head to head with *Madden '99*.





Players really get stuck in, clattering each other off the ball.

Side view never really worked that well for us.

PLANET 64 INFORMATION station

chart updates • release list • most wanted • most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!



Pos	Title	Publisher	Released	Movement	N64 review
1	Banjo-Kazooie	Rare/Nintendo	7/98	Non-mover	Issue 18 92%
2 (NEW!)	ISS '98	Konami	Released: 10/98	New entry	Issue 20 92%
3 (NEW!)	WWF Warzone	Acclaim	Released: 8/98	New entry	Issue 19 85%
4	GoldenEye 007	Rare/Nintendo	Released: 11/97	Last month's chart position – 2	Issue 9 94%
5	World Cup '98	EA	Released: 6/98	Last month's chart position – 3	Issue 16 73%
6	Mario Kart 64	Nintendo	Released: 7/97	Re-entry	Issue 4 91%
7	GT 64	Infogrames	Released: 7/98	Last month's chart position – 4	Issue 17 67%
8	Super Mario 64	Nintendo	Released: 3/97	Re-entry	Issue 1 96%
9	Extreme G	Acclaim	Released: 11/98	Last month's chart position – 7	Issue 9 87%
10	Diddy Kong Racing	Rare/Nintendo	Released: 12/97	Non-mover	Issue 11 90%

Top 5 Import chart

Source: Skill Academy

Pos	Title	Publisher • Genre	N64 review
1	F-Zero X	Nintendo • RAC	Issue 19 – 91%
2	Mission: Impossible	Infogrames • ACT	Issue 19 – 75%
3	Banjo-Kazooie	Rare/Nintendo • ACT	Issue 18 – 92%
4	Rakuga Kids	Konami • FGT	Issue 20 – 80%
5	WWF Warzone	Acclaim • FGT	Issue 19 – 85%

N64 5 Most played / 5 Most wanted — Readers 5 Most played / 5 Most wanted

	N64 5 Most played	N64 5 Most wanted	Readers 5 Most played	Readers 5 Most wanted
1	Turok 2 — Acclaim, SHT — N64 Issue 21 • 95%	Perfect Dark — Rare/Nintendo, ACT — UK: Early '99; USA: Early '99	Banjo-Kazooie — Rare/Nintendo, ACT — N64 Issue 18, 92%	Legend of Zelda — Nintendo, ACT/RPG — USA: November 23rd; UK: December
2	V-Rally 98 — Infogrames, RAC — N64 Issue 22 • TBC	Legend of Zelda — Nintendo, ACT/RPG — Japan: 4th Quarter '98; UK: TBA	Diddy Kong Racing — Rare/Nintendo, RAC — N64 Issue 10, 90%	Perfect Dark — Rare, ACT — UK: Summer '99; USA: Summer '99
3	1080° Snowboarding — Nintendo, RAC — N64 Issue 21 • 89%	Hybrid Heaven — Konami, RPG — Japan: March '99; UK: March '99	GoldenEye — Rare/Nintendo, RAC — N64 Issue 9, 94%	Turok 2 — Acclaim, SHT — USA: November; UK: November
4	Banjo-Kazooie — Nintendo, ACT — N64 Issue 18 • 92%	Castlevania 64 — Konami, ACT — Japan: Spring '99; UK: Spring '99	ISS '98 — Konami, SPT — N64 Issue 21, 92%	F-Zero X — Nintendo, RAC — Japan: Out Now; UK: November
5	F-Zero X — Nintendo, RAC — N64 Issue 20 • 91%	Jet Force Gemini — Rare/Nintendo, SHT — UK: TBA (Tim says Christmas); USA: TBA	Super Mario 64 — Nintendo, ACT — N64 Issue 1, 96%	Shadowman — Acclaim, ACT — UK: March '99; USA: March '99



ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
October 1998			
Bomberman Hero	Hudson	ACT	UK
Buck Bumble	Ubi Soft	ACT	US/UK
Caesar's Palace	Crave	ACT	US
Extreme G 2	Acclaim	RAC	US
GEX: Enter the Gecko	Midway	ACT	US/UK
Glover	Hasbro	ACT	UK
Knife Edge	Kemco	SHT	JPN
Micro Machines V3	Codemasters	RAC	UK
S.C.A.R.S	Ubi Soft	RAC	UK
Space Circus	Infogrames	ACT	US/UK
Twisted Edge Snowboarding	Midway	SPT	US
VR Pool	Crave	SPT	US
November 1998			
Body Harvest	Gremlin	SHT	UK
Earthworm Jim 3D	Interplay	ACT	UK
Fighting Force 64	Eidos	ACT	US/UK
Fox Sports College Hoops 99	Fox Sports	SPT	US
F-Zero X	Nintendo	RAC	UK
Legend of Zelda: Ocarina of Time	Nintendo	RPG	US
Milo's Astro Lanes	Crave	ACT	US
Onegai Monsters	Bottom Up	–	JPN
Quake II	Activision	SHT	US/UK
Rat Attack	Mindscape	ACT	UK
Roadsters '98	Titus	RAC	UK
Rush 2: Extreme Racing	Midway	RAC	US
Silicon Valley	DMA/Take 2	ACT	UK
Tonic Trouble	Ubi Soft	ACT	US/UK
Turok 2: Seeds of Evil	Acclaim	SHT	US/UK
UEFA Soccer	Infogrames	SPT	UK
V-Rally 64	Infogrames	RAC	UK
WCW vs NWO: Revenge	THQ	FGT	US
Wipeout 64	Psygnosis	RAC	UK
December 1998			
Duke Nukem: Zero Hour	GT	ACT	US/UK
In Fisherman Bass Hunter 64	Take 2	SPT	US
Legend of Zelda: Ocarina of Time	Nintendo	RPG	UK
Top Gear Rally Overdrive	Kemco	RAC	ALL
Rayman 2	UbiSoft	ACT	US
1998/1999/TBA			
Aeon Flux	GT	ACT	US
All Star Tennis	Ubi Soft	SPT	US
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	–	US
Battletanx	3DO	RAC	US

Game name	Publisher	Type	Country
Banjo-Tooie	Rare	ACT	US/UK
Bio Tetris	Bottom Up	ETC	JPN
Blues Brothers 2000	Titus	ACT	UK
Bust-a-Move 3	Acclaim	PUZ	US
Deadly Arts (G.A.S.P!!)	Konami	FGT	UK
Destruction Derby	Psygnosis	RAC	UK
Disney Tetris	Capcom	PUZ	JPN
Dracula 3D (Castlevania 64)	Konami	ACT	ALL
Daikatana	Ion Storm	SHT	US
Donkey Kong World	Rare	ACT	US/UK
Dragonstorm	TBA	RPG	US/UK
Formula 1	Psygnosis	RAC	UK
F1 Racing '98	UbiSoft	RAC	UK
FIFA '99	EA	SPT	UK
Flights of the UN	Video Sys.	SHT	JPN
Flying Dragon	Infogrames	FGT	UK
Golf	Nintendo	SPT	JPN
Harrier Strike Force	Video System	SIM	US
Hybrid Heaven	Konami	ACT	JPN
Hype: The Time Quest	UbiSoft	ACT	UK
Jest	Infogrames	ACT	UK
Jet Force Gemini	Rare	ACT	UK
Kiratto Kaigetsu	Imagineer	TAB	JPN
Let's Smash	Hudson	–	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Magic Flute	Sunsoft	ACT	JPN
NASCAR '99	EA	RAC	US
NBA Jam '99	Acclaim	SPT	US
NFL Blitz '98	Midway	SPT	US
NFL QuarterBack Club '99	Acclaim	SPT	US
Nightmare Creatures	Activision	ACT	US
Nuclear Strike	T•HQ	SHT	US
O.D.T.	Psygnosis	RPG	UK
Pachinko: 365 Days	Seta	ETC	JPN
Perfect Dark	Rare	SHT	US/UK
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Rev Limit	Seta	RAC	JPN
Re-Volt	Acclaim	RAC	UK
Road Rash 64	T•HQ	RAC	US
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Rogue Squadron	LucasArts	ACT	US
Rugrats	T•HQ	ACT	US
Shadowman	Acclaim	ACT	US/UK
Sim City 2000	Infogrames	SLG	UK
Sim Copter 64	Maxis	SIM	US
Snow Speeder	Imagineer	SPT	JPN

Game name	Publisher	Type	Country
South Park	Acclaim	ACT	US
Spooky	ICE	ACT	US/UK
Superman	Titus	ACT	UK
Survivor Day One	Konami	ACT	JPN
Thornado	Factor 5	SHT	US
TOCA Touring Car	Codemasters	RAC	UK
Twelve Tales: Conker 64	Nintendo	ACT	UK/US
Twisted Edge Snowboarding	Kemco	SPT	US
Unreal	GT	SHT	US
Vigilante 8	Activision	ACT	US
WCW Game	EA	ACT	US
Winback	Koei	ACT	JPN
World League Soccer '99	Eidos	SPT	UK
Xena: Warrior Princess	Titus	–	US
No release date yet			
7th Legion	Epic	–	US
Exhumed 64	Crave	SHT	US
F-Zero X (add-on disk)	Nintendo	RAC	JPN
Hercules: Legendary Journeys	Titus	–	US
Jikkyo Golf Tournament '98	Konami	SPT	JPN
Jungle Emperor Leo	Nintendo	–	JPN
Legion X	Hudson	–	JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Pikachu Genki Dechu	Nintendo	ETC	JPN
Pocket Monsters 64DD	Nintendo	RPG	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Pokemon Snap	Nintendo	ETC	JPN
Sim City 64DD	Nintendo	SLG	JPN
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Top Gear Rally 64DD	Kemco	RAC	ALL
VR Baseball	Interplay	SPT	US

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

VOTE!

PLANET 64 INFORMATION station

Top 5 vote n' draw

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in! Yes!

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER Steven Jones from Sittingbourne wins a copy of Banjo-Kazooie!

My five most played games are:	My five most wanted games are:

Name ....

Address ....

Postcode ....

Game wanted ....



日本製

Sitting kitty

The freak will inherit the earth.

I blame Bandai. Nintendo, of course, have a lot to do with it too, but Bandai must be responsible for more of the buggers, and more variations on the theme, than any other company in the world. I am referring, of course, to handheld 'games' machines and their barely legitimate offspring.

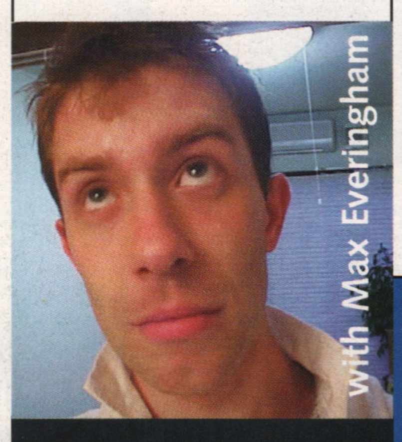
They've been around since time immemorial, at least in gaming terms, but even just concentrating on the most recent crop, we have the Tamagotchi, Pocket Pikachu, Lovegety, Sega VMS, Neo Geo Pocket and multitudinous portable fishing units. Whether designed with intent, or on a whim (the Lovegety, for instance, was the idea of a love-starved mate of one of the manufacturer's development team), I feel duty-bound to draw attention to this swelling wave of handheld menaces before it engulfs us all.

Are they just a flash in the pan, or will they, like the Walkman, endure and drive the more socially-conscious (or socially-out-of-touch) of us insane? Walkmans, wonderful in theory but sheer hell in execution, persist predominantly amongst the yoof, or self-obsessed music and fitness aficionados, and have consequently demonstrated what a complete misnomer the moniker 'personal stereo' really is and should have been called a 'private bomb'.

I mean, you may think you're enveloped in your own musical nirvana while the rest of the world carries on without you, but that tinny rat-a-tat noise that everyone within a mile radius of you can hear, has been clinically proven to drive, otherwise balanced, individuals totally mad. In a recent lab test with a hand-picked control group of 300 card-carrying members of Greenpeace, Amnesty and Friends of the Earth, 297 of them developed a near-hysterical desire to murder the headphone-toting laboratory assistant – one even got close enough to pluck off his eyebrows with her teeth.

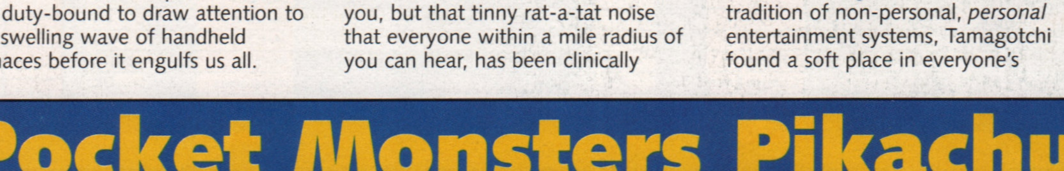
Continuing in this venerable tradition of non-personal, *personal* entertainment systems, Tamagotchi found a soft place in everyone's

△ *Nintendo's not all N64s you know. Hello Kitty is destined for little Japanese girl's Christmas stockings this year. If they, er, had Christmas, that is.*



MADE IN JAPAN

Our man in Japan seems to have a loathing for Walkmans and small electronic toys... So what's he doing there, then?



Pocket Monsters Pikachu

Riding high on sales of over 8,840,000 Red and Green Pocket Monsters cassettes on the Game Boy, Nintendo have announced the release of *Pocket Monsters Pikachu*, a cunning spin on the perennial hit.

This cute and cuddly bright yellow version will feature all-new graphics (including pop-up portraits of the man himself), extra monster album information, new monster locations and proclamations in Pikachu's own voice. Link-up time sees three new Cup contests – Nintendo, Fantasy and Yellow – and the game is compatible with *Pocket Monsters Stadium* and, even more excitingly, with the Game Boy printer for hard copies of your PM album.







△ *Don't think you're immune to all this madness. Pikachu's heading for the UK, soon.*



△ The new Pocket Neo Geo. Don't they know that fighting games on handhelds never, ever, work?

The unfathomably popular Pocket Pikachu. Clip him to your belt and he'll store up energy the more you walk about. Ahhhh. ▷

spleen as owners answered their machine's constant demands by bleeping and harping at mind-numbingly irregular intervals (the secret of torture is never to establish a rhythm which the victims might get used to). And now, as if the human race were not close enough to destroying itself, Nintendo have released yet another instrument of torture; Pocket Hello Kitty.

Sources close to the softco have assured me that, in the interests of continuity, Pocket Hello Kitty, (or Pocket Hell for short), will be sure to feature the exact-same, high-pitched beep of every handheld that has gone before it – that one which only dogs and, well, everyone else too, can hear. Hello Kitty, for those still fortunate to be blissfully ignorant, is a small white cat which has practically the entire female population of Japan, regardless of age, held adoringly captive in its vice-like paws. No blue-collar office in the country has escaped unscathed, with grown women (including those the wrong side of 30) excitedly buying stationery or cuddly toys featuring the fluffy white feline. Repeat after me; cute white cats are the work of the devil, cute white cats are the work of the devil...

Who's topped the cash pile?

CESA (Computer Entertainment Software Association) have published their annual white paper on the games industry's financial performance for the last financial year. It will come as no surprise, then, that revenues for both hardware and software companies are well up on last year for domestic sales. What was interesting to note, was that sales of second-hand software was down on last year, accounting for only 19.3% of all software sold, compared with 25.3% in the previous year. News that will no doubt please the emerging softco cartel here in Japan, which is desperately attempting to ban sales of used games completely. The strength of Sony's success shone through in the report too: the PlayStation outsold the N64 on a ratio of nearly 5:1 (5,400,000 units against 1,190,000) and the Saturn, despite being beleaguered in the States, nearly matched Nintendo sales, selling off 970,000 machines.

Hongo speaks red

Nintendo guru Yoshio Hongo, in response to a question from a reader of a Japanese gaming magazine, confirmed that owners of the new Game Boy Colour will be able to use the built-in infra-red port to communicate more easily with pals' machines than if using the normal comms cable. Players will be able not only to send saved data between machines using the wireless transfer, but also to play against each other over the airwaves too. Whether the infamous IR time-lag will be an issue or not remains to be seen.

No bug-fest

Japanese gamers are, for the moment at least, going to have to wait a long time to see DMA Design's, *Body Harvest*. Possibly forever, in fact. Hongo-san, in the same magazine interview (see above), noted that, being a UK-developed title, the N64 bug-fest will not be picked up by Nintendo of Japan, nor have any other publishers stepped forward to take it on, as yet. So in this case, no news is bad news.



◁ No Body Harvest for Japan. But then they haven't even had Banjo-Kazooie yet.

Pokemon Center 2

No, they haven't opened another one, just yet anyway, but the thought of a whole shop devoted just to the little blighters tickled our fancy so much we thought you'd like to see another picture of this Mecca for battling cuteness.

No, those things on the counter aren't the giant eyes of Nintendo, watching you 'Big Brother' style but huge versions of the game's Poke Ball which is where you keep all your monsters. If you squint hard enough you can also see a huge plasma TV showing constant re-runs of the anime series. Now if we could only persuade them to open a branch in Bath...



△ "Excuse me, I bought this fluffy lickkle Pikachu, er, for my kids."

LEARN JAPANESE PART 17

This month: Living with Hello Kitty in the real world.

お腹空いた
Onaka suita! = I'm hungry!

まだお腹が空いている
Mada onaka ga suite iru! = I'm still hungry!

もっと食べたい！
Motto tabetai! = I want more food!

黙れ！
Damare! = shut up!

白いくて可愛い猫わ悪魔です
shirokute kawaii neko wa akuma desu = Cute white cats are the devil.

N64 Magazine's Special Investigations can take us all over the world gathering information on the latest Nintendo games. This month we went to chilly Finland for the unveiling of a superb new driving game.

It's arguably the definitive rally game on the PlayStation. It's been spruced up, tweaked and tightened for the N64. It should arrive sometime late in November and it will change the way you think about driving. Easy! Right! Maybe! It's...

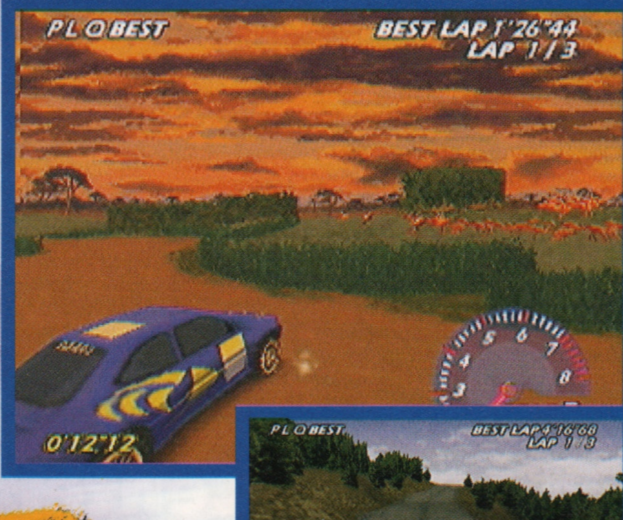
N64 Magazine SPECIAL INVESTIGATION

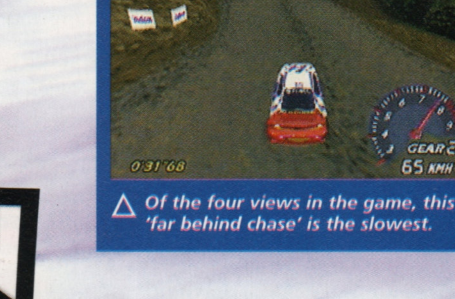
The news that a PlayStation game is getting an N64 conversion, is not normally a cause for celebration in our office. After all what we really want, and what the N64 most deserves, are brand new games tailored for our console's super-powered processors.

However, with *V-Rally*, we are prepared to make an exception. Programmed by Eden Studios, the game was the first to put rallying on the PlayStation map and has sold over two million copies around the World. It squared up superbly to the Saturn conversion of, probably, the best rally arcade game in the World (*Sega Rally*), and pushed the PlayStation to the limit of its graphical capabilities. More than all that, though, it was really good fun.

Infogrames' decision to port the game to the N64, and make improvements to it, is evidence of their increasing commitment to Nintendo (meaning that there should be a lot more games from them in the future). It also illustrates the cunning realisation that there is currently almost no competition for it. The quality of Eden Studios' conversion ensures that the N64 gets the best possible version of the game, and it'll knock the other N64 car racers (*Top Gear Rally* and, er, *San Fran Rush*) for six.

Infogrames decided to show us how real-life rally experiences had gone into the making of the game. And really, it would have been rude of us to refuse...





Of the four views in the game, this 'far behind chase' is the slowest.


N64 SPECIAL INVESTIGATION
V-RALLY 98
CHAMPIONSHIP EDITION
V-Rally 98 CE
INFOGRAMES
November 27th
1-2
US release TBA
GO! GO!

MOTOR SHOW '98
There are three classes of rally car available in *V-Rally 98*.

WORLD RALLY CARS
Similar to the FIA 'Class A' cars, these beauties are highly modified specialist machines which share only their basic shape with the production cars they take their names from. All are four-wheel drive and all have two litre, turbo-charged engines.

TOYOTA COROLLA
In the familiar Castrol colours, the Corolla is the follow up to Toyota's World-conquering Celica.



SUBARU IMPREZA
Vile name, but one of the most successful rally cars of recent years.



MITSUBISHI LANCER
Looks: anonymous. Moves: like a laser-guided Cruise Missile.

FORD ESCORT
The final year for Ford's most successful name. But what a model to go out on.



KIT CARS
These cars are similar to the FIA's 'Class B' category and bear a much closer resemblance to their on-road cousins. They're all two-wheel drive and have two litre, 16-valve, normally aspirated engines.

PEUGEOT 306 MAXI
Not as beautiful as the Pinifarina-styled coupe but a pretty good choice anyway. 0-60 in 6.8 secs and good handling.



RENAULT MEGANE MAXI
It talks your language? Maybe. 0.1 of a second slower to 60mph than the Peugeot, mind.

STAGE 1: *start here*

V-Rally 98 (the V stands for 'Virtual') is based on the FIA World Rally Championship which this year comprises of eight rallies in eight different countries all over the World. However, as the game uses fictitious courses, locations and driver names, it manages to avoid paying Bernie Ecclestone's organisation a big pile of money in licensing fees. Clever, eh?

You can play the game as championship simulated racing in eight countries over a massive 52 special stages (using the game's 30-or-so different tracks with a variety of different weather and light conditions), or you can leap around and about

The Championship

Each of the eight locations has their rallies divided into three separate stages. Unlike real rallies, where you just go for the best time on a stage, there are three other cars to drive against at once. It takes the edge off the simulation aspect of the game but adds to it enormously when you're trying to squeeze past the enormously aggressive CPU cars.

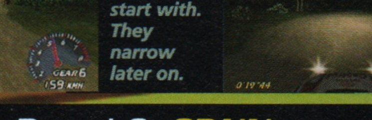
Round 1: INDONESIA

It's jungle time. Slap on the mosquito repellent and hope to avoid the trees



There are a possible seven full stages in Indonesia.

The 'front of car' view will be too difficult for most.

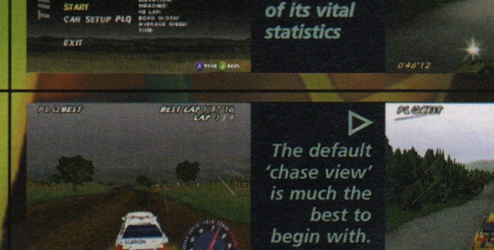


Tracks are wide to start with. They narrow later on.

Round 2: ENGLAND

It's cold and wet out on the moors – July in Yorkshire, probably – but this is a classic asphalt and dirt rally.

The mist is a genuine weather effect not game fogging.



Each stage begins with a summary of its vital statistics

The default 'chase view' is much the best to begin with.

Round 3: SPAIN

Set in Northern Spain's Catalan region, this rally sends you speeding (without due care and attention) through tiny villages.

Round 4: SAFARI

Another change of continent brings you to the red savannah plains of Kenya. Oi you! Put that spear down!



Six special stages make up the Spanish section.

Stick to the centre of the road to avoid trouble.

Each race starts with a Sega Rally style intro.

The course maps look deceptively simple. The tracks aren't.

Rain reduces your grip making an easy track far harder.

Lens flare straight from 1080°.

in the arcade mode for more immediate thrills. Each stage in each country can be time attacked (with the help of a ghost car) and there's also a split-screen, two-player mode for those essential head-to-head battles with a friend. Those are the basic options – let's break things down a bit more...



Round 5: CORSICA

Napoleon's birth place and island of a million rocks, most of which seem to be in your way.

Round 6: NEW ZEALAND

Across to the other side of the World to contest this one. Dirt tracks with mountains in the distance.



Corsican rally? Just an excuse for the French to get two.

The co-pilot information is – shock! – actually very useful.

Deep stone gullies mark out the Corsican stages.

New Zealand. Isn't it lovely, eh? Just lovely.

Sort the men from the boys with the 'in car' view.

Floor it across this enormous wooden bridge.

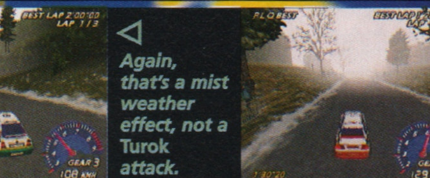
Round 7: FRANCE

Set in the alps, the French rally throws snow, ice and some filthy hairpins at you.





Terrorise small French towns. Like a German.



Again, that's a mist weather effect, not a Turok attack.



A driving game where you have to brake. We like that.

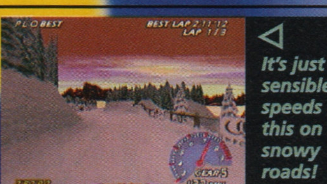
Round 8: SWEDEN

Driving on snow means re-thinking everything you've learned about driving in *V-Rally*. There's plenty of the white stuff here.

Five stages make up V-Rally's Scandinavian visit.



The headlights actually properly illuminate the track.





It's just not sensible – speeds like this on snowy roads!

CITROËN XSARA
A low top speed cripples this car for serious racers but the handling makes up for that. For learner drivers.



SEAT IBIZA EV2
Similar in style and feel to the Nissan with almost as irritating a name.



SKODA OCTAVIA
No, don't laugh – they're made by Volkswagen now and if handling's more important that top speed this could be the car for you.



VAUXHALL ASTRA
A newie to the ranks (since the PSX version). Front-wheel drive, good handling – one of the original boy racers.



HYUNDAI COUPE EV2
A rally favourite and the fastest of the kit cars on offer.



NISSAN ALMERA
If advert quality was any indicator of performance, the Almera would be a clear wooden spoon contender. It's not, though, and the Almera can hold it's head up with the rest.



THE SECRET CARS
We saw three but there maybe more in the final version of the game. We won't spill the beans just yet, but, suffice to say, there are some all-time rallying greats hidden as reward for winning the championship.



UK is Go!

Welcome to the first special stage of the British Rally. Three… Two… One… Go!



1 Well, actually, before you start off, it's a good idea to set your car up for the conditions ahead; asphalt and mud in this case.

2 Then it's a quick graphical whizz around your car to make sure all is well.

3 Finally, the off. The British Rally is a good one to start with because the asphalt roads give you a black line down the middle of the road…

4 …Which you can use to line up corners. Sweet.

5 There are long straights in V-Rally 98, allowing you to get up loads of exciting speed. However…

6 …As you get to the end of them…

7 …You've got to be prepared to stamp on the brake…

EXPERT HELP

If you're not a keen motorsport fan, the name Ari Vatanen may not mean much to you. If you are a rally fan though, you'll know that the ex-World Champion is one of the living legends of the sport, a multiple winner of the



Paris-Dakar rally and still, at the age of 43, one of the fastest drivers in the sport.

When Eden set about designing *V-Rally*, they enlisted Ari's help in playtesting the game and making suggestions about the way the cars should handle and how the game as a whole should play. His help proved invaluable, allowing the studio to balance the fun side of gaming with a more serious rally simulation aspect.

EVEN BETTER THAN THE REAL THING?

Why launch the game in Finland? Two reasons. Firstly Infogrames were the official sponsor of Ari Vatanen's Ford Escort in the Finnish stage of the World Rally. After we'd had a



chance to play the game, we went to the rally and watched Ari drive his £100,000 Ford, at speeds normally reserved for jet planes. Secondly (once the rally was complete), Ari allowed us to co-pilot his car as he took us for a spin around a lap of his own private rally school in the far east of deepest, darkest



Finland. Having played the game, we now had the chance to

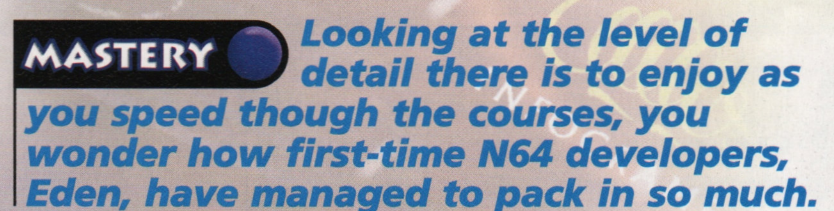




V-Rally was a very impressive PlayStation game. *V-Rally* is now a very impressive N64 game. 40 circuits set in graphically diverse and intricate environments with car handling and control to die for, all add up to great news for N64 owners who've so far had their patience tested waiting for a top quality driving game.

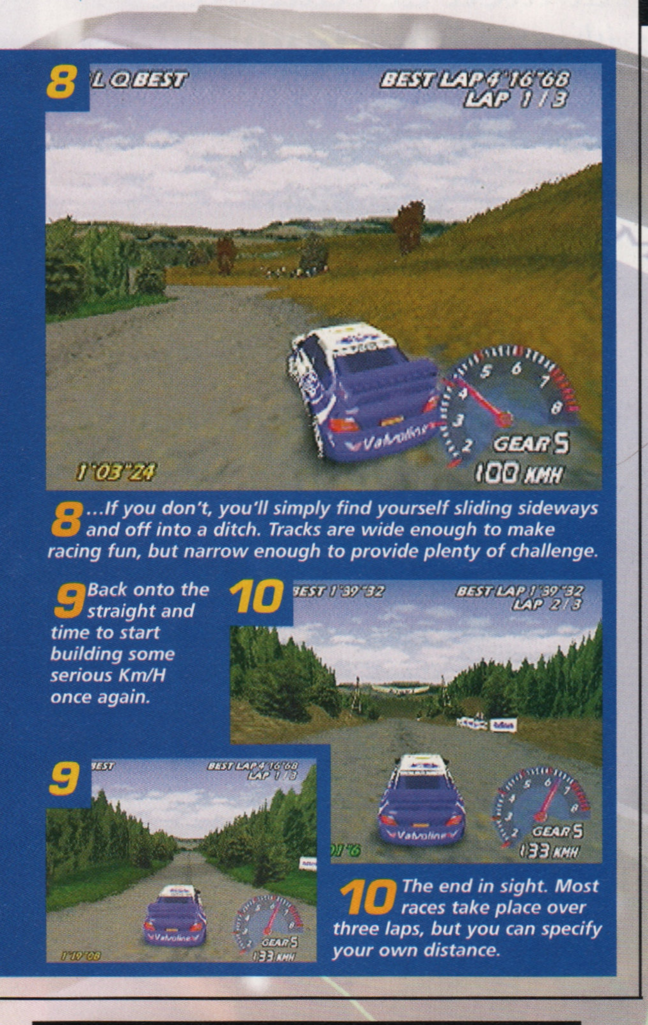
The most impressive aspect of *V-Rally* is something that can't be seen in the screenshots. The way in which all the cars four-wheelers can drive in beautiful, slightly sideways power slides.

Braking and acceleration is based far more on a real car's characteristics rather than the super-mechanical prowess of most video game racers. If you want to get safely around a corner, you need to brake at a realistic distance from it, and leave time for your car to slow to the correct speed. Likewise, you can't expect the 0-100mph times of an arcade racer like *San Francisco Rush*, or to be able to sail past competitors using a magical speed



handle is an area of the game that's clearly had a lot of time and love lavished upon it by Eden Studios. Rear-wheel drive cars have their back ends slipping out on corners and, failure to correct by steering into the skid, leads to a realistic spin. Front-wheel drive cars pivot around, their front wheels scrabbling for grip, and the advantage. It's as much about skill and judgement as it is gung-ho, all or nothing control.

The computer cars in the game are a fine addition as well. There aren't many of them (four in single-player and three in two-player), but they drive intelligently enough to give you problems. Even when



8 ...If you don't, you'll simply find yourself sliding sideways and off into a ditch. Tracks are wide enough to make racing fun, but narrow enough to provide plenty of challenge.

9 Back onto the straight and time to start building some serious Km/H once again.

10 The end in sight. Most races take place over three laps, but you can specify your own distance.



Two-wheel drive

***V-Rally* offers the chance of two-player head-to-head racing, although unfortunately there's no three or four player modes.**

In the split-screen format (you can choose either a vertical or horizontal split) the road side track detail is kept pleasingly high, and two computer cars are kept in the race to spice things up a bit. The development cart we played was a bit sluggish in two-player, but Eden are hoping to up the rate to about 20 frames per second by the time the game's ready for release.



◁ *V-Rally adds narrow side borders to the game screen.*

Arcade mode includes two other cars for you both to race against. ▷

▽ *Player Two's not in great shape but Player One's gone for a burton. Aieee!*

PL Q BEST

BEST LAP 2'00"00 LAP 1/3

0'42"20

△ *We love the night sections and the cars' headlights.*

The lens flare is nice, too. ▷

you are safely past them, bad driving on your part will allow them to home in and attack from behind, nudging your back bumper and, quite often, pushing you off the track completely.

The Championship structure in the game is clever too. For one thing, it's as near to a real rally championship as you'll ever need to get – what with the real championship changing its structure and tracks every year, there's no need for Infogrames to shell out for the official licence, unlike say a Formula 1 game. Secondly, it's allowed Eden to legitimately work in different weather and road conditions without the whole thing feeling contrived. What *Top Gear Rally* did (allowing you to re-race tracks under different weather conditions) was a good gameplay touch but racing through the snow in a jungle did feel just a tiny bit stupid.

Weather aside, different stages have their own unique characteristics, and the hilly and narrowly winding roads of the French Alps are a world apart from the wide open asphalt and sand of Spain. Looking at the level of detail there is to enjoy as you speed though the courses, you wonder how first-time N64 developers Eden have managed to pack in so much, when some of the more experienced developers – those behind *Top Gear Rally* and *Multi Racing Championship*, for instance – produced good games, but ones that ended up looking a bit drab and brown.

If we have a criticism of the game at this pre-review stage, it's the pop-up that occurs on some of the tracks. Let's make it clear right from the start that this clipping happens so far on the horizon, there's no danger of it crippling the game in the way that it does in *Off Road Racing* or *Cruis'n World*. However, when we had a look at the PlayStation version (complete with the PSX's trademark warping polygons and strangely squat cars), the pop up wasn't there at all. Hopefully, it's something that last-minute optimisation will allow Eden to correct – it would be a pity if such a good game was blighted in any way.

V-Rally will powerslide onto the N64 some time in November, all being well, and we'll be there with the definitive review. Its main competition is likely to be *Top Gear Overdrive* which has far fewer tracks but can boast a four-player mode.

In the meantime we'll be practicing handbrake turns in the car park and churning up the garden in Tim's shiny new Micra.

▷ experience first hand what the game was trying to simulate.

So how does computer rallying compare to the real thing? Well, travelling at 135mph over roads with the consistency and grip of a freshly ploughed field is certainly exciting (as long as a World Champion rally driver is behind the wheel) but if you haven't got one of those around, *V-Rally* makes a considerably less dangerous and far more economic solution. And besides, Finland's a long way to go for the AA to drag you out of a hedge.

MADE IN EDEN

Eden Studios are the creators of *V-Rally*. Founded in 1997, the studio is based in Lyons and has 20 people on the full time staff list. Since completing *V-Rally*, Eden have concentrated on re-programming the game for the N64 and producing a slightly updated version for the PlayStation. There is a sequel planned for the PlayStation, and we'd imagine the N64 will get one eventually as well.







One of the most powerful men at Nintendo talks exclusively to N64 Magazine about the past, present and future of the N64...

△ *"Mmm. Sure. Good point, er, James. (Whisper) Who the hell is this freak?"*



Howard Lincoln

President of Nintendo of America.

EXCLUSIVE!

JUST WHO THE HELL IS HOWARD LINCOLN?
Howard Lincoln was born in Oakland, California, during the Second World War. After graduating from university with a degree in law, he served as a military judge advocate during the Vietnam war. Afterwards he left to join a Seattle law firm on America's West coast.

NCL (Nintendo of Japan) had begun trading in America in 1981 and, when the head of the company Mino Arakawa needed a distribution contract drawing up, he was introduced to Lincoln. However, the lawyer's first important role with Nintendo came when he was involved in trade marking Shigeru Miyamoto's very first game – *Donkey Kong*. The arcade game enjoyed phenomenal success and the company's profits rocketed. When MCA attempted to sue

continued on opposite page


***N64** met up with Howard Lincoln at one of his rare appearances at ECTS (European Computer Trade Show – the largest computer games show in Europe). He took half an hour out from his busy schedule, and we put some of our most pressing questions to one of the most powerful men at Nintendo.*

N64: Traditionally, Nintendo have never had a big presence at ECTS. Now, all of a sudden, you've taken one of the largest stands at the show and, you yourself, have taken the time and trouble to attend. Why the sudden change in policy?

Howard Lincoln: *I think we made a decision early in 1998 that we were going to focus more resources on the European market. We made a series of announcements, put the newly formed Nintendo of Europe in charge of all of our European subsidiaries and had them work with our independent distributors. We also centralised our third-party publishing program, instead of using NCL. At a publishing meeting in Rome we announced that one of the ways we were going to demonstrate our commitment to Europe and European gamesplayers was to have a presence at ECTS. I think, if anything, this commitment will strengthen even further in the years to come.*

Our presence is just one way of saying that Nintendo are determined to maintain and grow their market share against Sony in 1998, using games such as The Legend of Zelda and Perfect Dark. We think we can do much better and narrow the gap in the years to come.

Lincoln on... THE 64DD

The 64DD will not come to Europe or America in 1998 or 1999. It may come to the Japanese market in the middle of 1999.

N64 *Translation: Nintendo have set up Nintendo Europe to allow games produced over here to be approved for production here in Europe. Before, they had to go to NCL – a costly and time-consuming process. Now that games are easier to publish, we should hopefully see a lot more in development.*

N64: This is obviously great news for us in the UK. Will it also mean that games are released here at the same time as they are in Japan and America?

I think the gap will close considerably. In some exceptional cases the situation will remain the same – for example, we didn't have time to release 1080° Snowboarding *to coincide with the European skiing season so we had to wait until October of this year before releasing it. However, for the majority of releases – for games like* Rogue Squadron *or* Zelda *– the games will get a European release at almost exactly the same time as America and Japan.*

N64: All of us are desperate to get our hands on *Zelda 64*. Given the amount of time it's been in development, the delays and the sheer amount of hype that it's gathered along the way, do you think it can possibly live up to our expectations?

A journalist for the Washington Post put it pretty well after he'd seen the game at a press conference in Redmond (Nintendo's American base in Washington State, near Seattle – Ed). *He described Zelda 64 as the "Gone with the Wind of videogames". And that is precisely what we think it is; it's a masterpiece by a master, it represents a tremendous leap in creativity and, when gamers play it, they'll see that it sets a very, very high quality standard for everyone else to compete against.*

It's a 'Gone with the Wind' game in the sense that people still watch Gone with the Wind now – a film released in 1939. I'm not going to sit here and tell you that people will still be playing Zelda in 60 years' time, but I think it will be a seminal game and one that is deserving of all the hype it has received. If anything, the people who played Zelda at the conference thought that our projected sales figures – we want to sell at least two million copies of the game in the US between November 23rd and December 31st – are too conservative.

It's going to be a great game. And the English language translation is first class.

N64: And will it definitely be in the shops in time for Christmas in the UK?

Yes, definitely. We haven't got an official, official date yet, but I have every expectation that it will arrive somewhere in the last week of November or the first week of December.

N64: Looking back at the history of the N64 and its launch, with hindsight, do you think that Nintendo could have handled things any better than they did?

Yes and no. 'Yes', to the extent that we could and should have got games development systems out sooner and we should have anticipated that it would be very, very difficult for game developers to make the transition between 2D and 3D. This was made worse by the tremendous leap in quality made by Super Mario, *and the enormous distance it required people to make up.*

'No', in the sense that both in Europe and the US we did a nice job of launching it. The numbers sold were very impressive. In the US, for example, we went right past Sony and finished 1997 neck-and-neck with them on a total installed base cumulative for 1997. We were hurt in 1998 by a dearth of top quality games.

We did a good job of launching it, getting it into people's homes but, whatever concerns gamesplayers have or had about the lack of hit N64 titles this year, are going to be eliminated when they see the sheer quantity of brilliant games due out this Christmas and shortly afterwards.

But I'll tell you this as well, one of the reasons that there hasn't been so much software was due to the deliberate decision by Nintendo to hold back games that we could have launched in order to perfect them. This includes games like Banjo-Kazooie. *My prediction is that there will be more Rare-developed games on the market in 1999, than in any other year to date.* Perfect Dark, Jet Force Gemini, 12 Tales: Conker 64, *as well as others including* Donkey Kong 64.

N64 *Translation:* Donkey Kong *is definitely in production at Rare then. We knew it was but they refused to confirm it. Nintendo still keen on their Quality over Quantity policy. If only we'd remembered to ask them about* Cruis'n World/USA.

N64: Have Nintendo made the decision to release more development tools to the programming community? Are we going to see games from new developers?

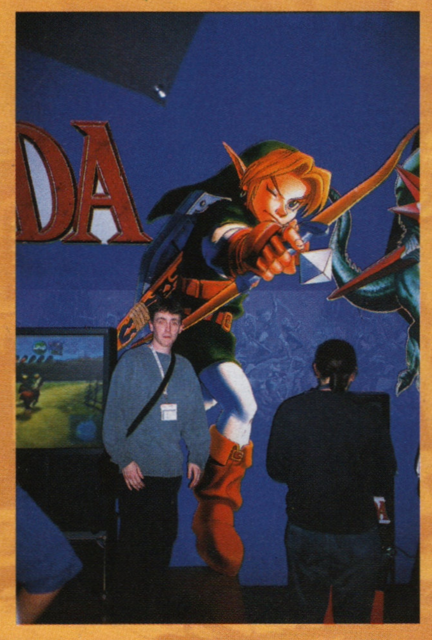
Yes. Those developers who supported the N64 from the start made a huge amount of money. As the installed base grew, all of the third-party publishers saw a more compelling reason to support the platform. We did cut a deal with EA that ensures that we will have all of the key EA sports titles on the N64 and now we're seeing good



The F-Zero portion of Nintendo's stand sported the very first English translation. Top!

Lincoln on... PAL DELAYS

The majority of releases will get a European release at almost exactly the same time as America and Japan.



"If he doesn't get off Zelda in a minute, I'm going to have his liver with a nice Chianti . Fffffffffff..."

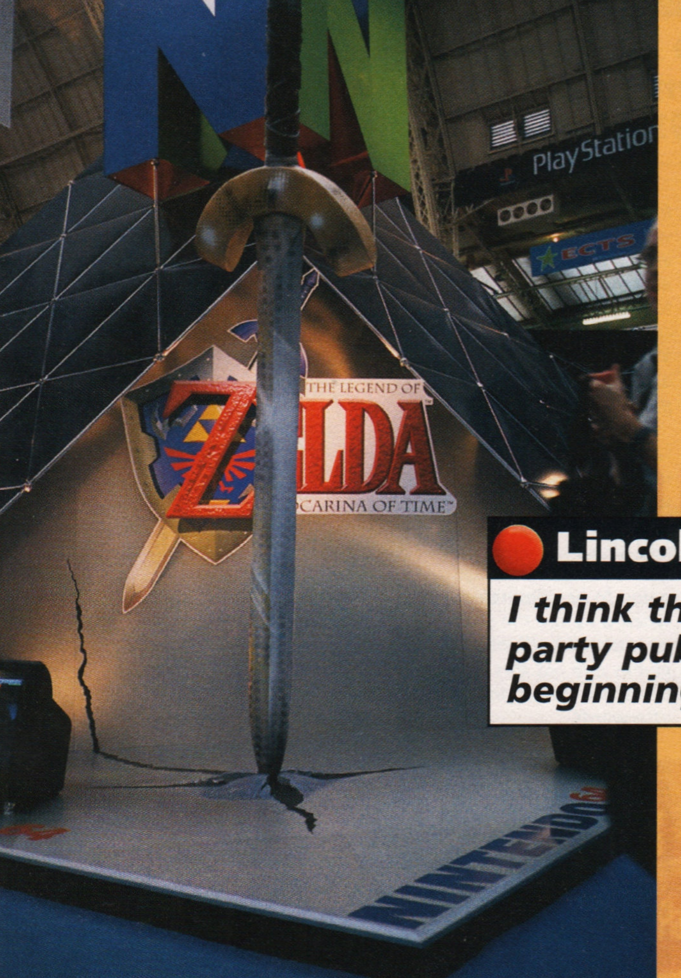
Nintendo over an alleged infringement of the copyright on their film King Kong, Lincoln – together with a New York lawyer John Kirby* – made a brilliant defence for Nintendo, so good in fact that the MCA ended up having to pay out themselves – a cheque for a cool $1.8 million.

After his success against MCA, Mino Arakawa asked Lincoln to leave his law practice and come to work for Nintendo full time. The men had become firm friends and Lincoln joined the company as Senior Vice President. Over the years he has become absolutely central to Nintendo's US operation and is now in overall charge of the company's most profitable arm of the business.

* later had a series of games named after him.

GO! GO!





Link's sword. Ever so useful in the exceptional Legend of Zelda and also pretty handy when Martin goes out on a Saturday night. Yep.

I think third-party publishers have realised that when they do an N64 game, Nintendo are not making a product that can actually counterfeit their games. Third-party publishers aren't idiots and they realise what's going on. They know what's happening on the streets just as we do. And they're seeing Sony on the one hand saying "Come and make a CD-ROM game for the Sony PlayStation" and on the other hand saying "We'll make a CD-ROM copier that copies the software that we're asking other people to take a risk producing". If Nintendo did that, I expect someone would be screaming at us.

N64 Translation: Nintendo still despise piracy. Good point about Sony and the CD-ROM format as well.

N64: What's going on with the 64DD? Are you releasing it or not?

Lincoln on... THIRD-PARTY PUBLISHERS

I think that if anything, the support from third-party publishers which was tentative at the beginning, is very, very strong right now.

support from other major third party publishers – companies like Acclaim with Turok 2, *Infogrames with* Mission: Impossible *and others. So, I think that if anything, the support from third-party publishers which was tentative at the beginning, is very, very strong right now.*

Another big reason that third-parties have become more interested, though, is that the N64, as a format, does not suffer the problems Sony does with private piracy. Sony has a software format that can be copied on any street corner with a CD-ROM copier. That is a major problem in Europe and America and it's unique to CD-ROMs. Obviously, there is counterfeiting of N64 cartridges, but you've got to be a pretty sophisticated outfit to do it commercially.

Lincoln on... ZELDA

I think it will be a seminal game and one that is deserving of all the hype it has received. And the English language translation is absolutely first class.

The 64DD will not come to Europe or America in 1998 or 1999. It may come to the Japanese market in the middle of 1999. The reasons are very simple.

Firstly, while the memory requirements of the newest N64 games are rising, the cost of the chips that actually make the carts that they're recorded on is falling. No one anticipated this when we were designing the N64 and now, the difference in manufacturing costs between a 64DD disk and an N64 cart has dropped in significance. In terms of memory, there is no compelling reason for the DD – we can simply make bigger cartridges.

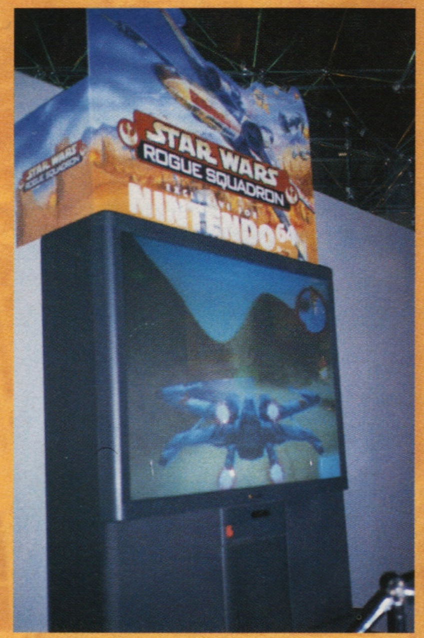
Secondly, and most importantly, we haven't yet found a killer piece of software for the DD, either in Europe the US or Japan. Some of the games that are big in Japan lend themselves better to the DD but we're not going to foist a piece of hardware onto our consumers unless there is a compelling reason to do so – unlike some of our competitors have done in the past, much to their great regret.

N64 Translation: This is honesty for you. The first argument is entirely correct: if Nintendo could fit Zelda onto a cart for the same price as a DD disk, why shouldn't they – it's going to save all of us buying an expensive add-on.

The second reason Howie gives is also extremely blunt. Nintendo don't want to con people into buying an N64 add-on that, essentially, they don't need. He's saying if Nintendo can't find a compelling use for the DD, they won't make Sega's Mega CD mistake and release it anyway.

It does look as if Nintendo have lost faith in the 'Maker' series of games they showed at Space World last year. They certainly don't think they're strong enough to launch the DD.

N64: We're very excited about *Turok 2's* use of the 4 Megabyte RAM Expansion Pak, and what the extra memory does for the game's graphics. How do Nintendo intend to make the Paks available to everyone, and prevent the development of a two-tier N64 market – those gamers with Paks and those without?



Rogue Squadron *also took a leading role at the show.*

We're moving very quickly on this but we haven't as yet reached any firm decisions on how to launch it. We haven't finalised the marketing or how we're going to get the correct message out to gamers but this will all be sorted out within the next 30 days. Suffice to say, we recognise that we



Lincoln on... RARE

Rare have been a very good and very wise investment. We share the same vision of the videogames industry of the future, and the same commitment to quality.

have to do it as part of the successful launch of the Pak. For one thing, we don't even have a proper name for it. At the moment it's a 4 Megabyte Expansion Pak. Which isn't very catchy.

N64 ***Translation: A hurried launch, then, but from what we've seen of*** **Turok 2** ***and the*** **RAM Pak***, it can't fail.*

N64: A lot of the games that N64 readers are looking forward to most are coming from Rare – with the exception of *Zelda* and *F-Zero* of course. Do you think that Nintendo are relying too much on the one company?

No. We've made a significant financial investment in Rare and they've produced a series of blockbuster games. We've also made investments in other third-party developers – some of which are public such as Left Field in the US, and some of which we have not revealed for various reasons. And, in Redmond, we've formed an N64 technology company who are also going to be creating games.

This doesn't mean we're hedging our bets, or reflect in any way on our relationship with Rare, which is very positive. We just want lots of creative talent in lots of places.

I have to say though, Rare have been a very good and very wise investment and they're a great company to work with. We share the same vision of the videogames industry of the future, and the same commitment to quality.

On the other hand, I don't think there are many companies that would've been as patient and understanding as Nintendo were when Rare said "I'm sorry the game simply isn't ready yet". That's what happened with Banjo *and* GoldenEye *but we gave them time and look what we eventually got out of it.*

N64: You've spoken already about the advantages cartridges have over CDs when it comes to piracy. When it comes to programming, though, are you still happy that developers can fit brilliant games onto a cartridge?

Oh yes. Absolutely. We haven't made a decision on what the software medium for our next generation console will be. We can't say yet whether it will be cartridge or not. What I can tell you is that we will spend a lot of time, money and effort making sure that there will be no private piracy of our games. I'm not sure that we can afford to hire the professional commercial counterfeiters that the Chinese government use to help us, but that is a possibility. Whatever the medium is, though, we're not going to allow it to be copied on any street corner.

N64 ***Translation: Nintendo are convinced enough about carts to consider using them in their next console, then.***

Our job in any market is to get that market to grow and Pokemon Stadium *is doing that very nicely in Japan right now.*

N64 ***Translation:*** **Pocket Monsters** ***is essential to Nintendo. If they can show Capcom etc. how much money there is in N64 games, then these Japanese third parties will hopefully hop on board – bringing with them games like*** **Resident Evil** ***and*** **Final Fantasy***.*

N64: Are Nintendo worried about the appearance of Sega's Dreamcast system? Do N64 owners have anything to fear?

I wouldn't call it a serious threat. Sega are a major player in the videogames industry but I would only regard the Dreamcast itself as a threat once it has an installed base. And this is only going to happen when we see whether or not Sega are capable of making first class, hardware-selling software, without relying on anybody else. If they can do that, they have a chance. If they can't, they don't.



Lincoln on... RAM EXPANSION

We're moving very quickly on this but we haven't reached any firm decisions on how to launch it. We don't even have a proper name for it – 4 Megabyte Expansion Pak isn't very catchy.

N64: While the N64 has lots of brilliant games, it's notable that apart from the ones supplied by NCL themselves, none have come from the big Japanese developers. What do you think Nintendo can do to persuade giants such as Capcom, Square, Namco and the like to support the N64?

I think ultimately, whether in Japan or anywhere else, publishers will support platforms that have a growing installation base. I think that we will gradually see companies, like those you mention, lending their support to the N64.

In Japan, Nintendo have noted the Pokemon *phenomenon and are attempting to build on the situation with games like* Pokemon Stadium. *The idea is, once we can increase the size of the installed base of N64s in Japan, other publishers will start to support the system.*

The fact is, third-party publishers do not produce games for a console unless that console is viable and growing. I don't care what they (the publishers) say, or what Bernie Stollar (Head of Sega US – Ed) says they say. I know, for a fact, that this is the case.

N64: What are your favourite games at the moment?



Nintendo's slightly-more-impressive presence at this year's ECTS show.

I'm not an avid gamesplayer, but I'm continuing to play Tetris *and I've fallen in love with the Colour Game Boy. On the N64, I loved* GoldenEye*, but my favourite was* Super Mario 64*. It introduced me to the analogue stick, and for the first time I actually felt like I was in proper control of what I was doing in a platform game.*

RPG NEWS SPECIAL

NEW PICS!



Little Link approaches the giant king frog.

Looks nothing like a frog, mind. Except to Wil. Who's never seen one.

The Legend of Zelda OCARINA OF

Link meets an inhabitant of Hyrule. "Hello!"

And then he climbs off. Rude little man.

Navi – Link's flying personal fairy helper – takes care not to get wet.

Walk up to the sign and press A to read what it says.

Little Link walks up to what we think is a shop keeper. Not promising, mind.

Who or what on earth is this? It's commendably big, though.

Look at the size of this, eh? Remember, when it comes to owls, size matters.

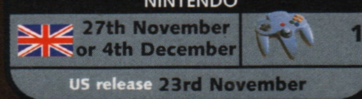
This is a shot from the very first section playing at Space World.

Link's treehouse. This is fact. Yes.

We expect he turns up to impart wise words of advice – like he did in the Game Boy version.



Link pops into the Hyrule branch of ASDA. Hope his car is safe in the car park.



TIME

Two dates for your diary, then. *The Legend of Zelda: Ocarina of Time* will *either* hit the UK on Friday 27th November (making a fantastic birthday present for James) *or* arrive on the following Friday – the 4th of December. Don't believe us? Think Nintendo are about to pull another elaborate and oh-so-cruel last-minute delaying trick? Turn back a couple of pages and read the words direct from Howie Lincoln's lips. It seems, this time, it's really going to happen!

And Howard is a man of his word. Like a latter-day Father Christmas, if Nintendo are having difficulties delivering the present that the entire N64 world wants, then he'll probably roll up his sleeves himself and start dropping crates of carts down the chimney of your local games shop. *Zelda* is the game that every N64 owner has been waiting for, the game that will – like *Mario 64* before it – redefine why we all love and play video games. And it *will* be here to keep EastEnders and the Queen off the TV on Christmas day, and ensure that hundreds and thousands of Advent calendars get forgotten in the days leading up to it. Quite good news then.

It's nothing short of a miracle that a title we've been writing about and printing screenshots of since the very first issue of **N64** Magazine (March 1997 – turn back to it if you've got a copy), still has loads of areas that we've not yet seen. But as these latest pictures direct from NCL (Nintendo of Japan) show, the game must be truly vast because even now it's hard to pick out too many areas we've seen before. It's also great to note how the graphics have been steadily improving since those first shots of Link standing in a very empty town or being attacked by rudimentary skeleton warriors.

English language versions of Japanese RPGs have often proved to be a sticking point for European gamers, especially those of us rather less in love with the 'cool dude-isms' of many – American-influenced – translations. The most recent of these crimes against language was the American release of *Quest 64* (Imagineer's hardly-finished *Holy Magic Century*). Here, the game's medieval hero was called 'Brian', and spoke (along with the rest of the cast) like a present day resident of down-town Chicago.

Half sweet, half disturbing. Who hell? We'll let you know.



Who is that? Doesn't look very friendly to us.

It dances and it's ugly. Link looks shocked.

The word on *Zelda*'s translation, though, is that with the European and American markets now far more important to the N64 than its traditional Japanese consumers, Nintendo have invested a good slice of wedge in the game's wordage, helping to ensure that their fifth *Zelda* game to date has a script worthy of its gameplay. This was confirmed – to a certain extent – by the comments and opinions coming out of a games summit held at Nintendo's American base in Redmond. The leading American journalists who were invited were, of course, bowled over by the look and feel of the game, but also found time to comment on the quality of the script.



Link holds an enormous bomb over his head and prepares to throw.

Since *The Legend of Zelda* first went on show to the public back in November 1997 at Nintendo's Space World show in Tokyo, no other game has excited so much interest. *Metal Gear Solid* might be taking the plaudits on the PlayStation right now, but when we come to look back on Christmas 1998, the clear winner will be *Zelda*.

At whatever time you read this, there won't be more (by our calculations, anyway) than 65 days until the release of the greatest game the World has ever seen. Until then, enjoy these new pictures.

GO! GO!



WIN! the first copy of THE LEGEND OF ZELDA Ocarina of Time

Over the next few months, you'll start to see *Zelda* game packaging appearing in shops like HMV and Electronics Boutique. The idea of it is to advertise the game's imminent release. It's hard to believe that *The Legend of Zelda* is actually about to come out after almost two years of waiting, but if you don't believe us, these boxes should be all the proof you need.

As a special tie-in with Nintendo, **N64** Magazine will be sponsoring these pre-release boxes. If you pick up one in your favourite game store, you'll notice that the box has been given over to a short **N64** Magazine preview of Miyamoto's latest masterpiece, as well as a special codeword that you can use to enter the exclusive competition below. Without this word, you can't enter the competition, and without the competition you won't be able to win one of ten copies of the game we have to give away – each along with a free year's subscription to **N64** Magazine.

The Questions

If you've been keeping up with the *Zelda* saga up 'til now, these won't be too much of a problem for you. The answers are all to be found somewhere in this issue of **N64** Magazine, though, if anything's slipped your mind.

- How many *Zelda* games have there been, not including *The Legend of Zelda: Ocarina of Time*?
- When was *Zelda 64* first shown to the public?
- Where is Nintendo's American base?
- What is the name of Link's flying sidekick?
- What is the special codeword printed on the *Zelda* special in-store promotional game boxes?

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It's the first review. It's the year's biggest game so far. But, is it a *GoldenEye*-beater? Find out overleaf...

TUROK 2

GO TO PAGE 52

N64 MAGAZINE ARENA

Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.

85% and above — *Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*

84% - 70% — *The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.*

69% - 50% — *We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.*

49% - 20% — *Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.*

19% - 0% — *The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about their disgraceful behaviour.*



GLOVER

Full of fantastic ideas, find out why *Glover* is the most original game on the N64...

GO TO PAGE 66



1080° SNOWBOARDING

Nintendo's brilliant 'boarder slides onto British N64s. Read the full review!

GO TO PAGE 74

BOMBERMAN HERO

Bomberman's second 3D adventure arrives – with no multiplayer! Hmm?

GO TO PAGE 72

WAIALAE COUNTRY CLUB

Golf. Not done very well. We update you on the finished PAL version...

GO TO PAGE 73

GEX 64



Don't know what he's smiling about. Find out why inside...

GO TO PAGE 62



IMPORT ARENA

The games they're playing in America and Japan.

TRUMP WORLD

It's a... very... slow... Japanese... card... game. Needless to say, it's not an essential buy...

GO TO PAGE 80



HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.



VERDICT

The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

Turok. Easily – and plainly – the game of the month. And especially good was its arsenal. So, if Team 64 could create their own weapon, what would it be?

James Ashton
"Memory Scud. It's an L-Plate which, when you stick it to the face of a driving examiner, makes them forget they've just told you you were 'utterly, utterly crap'."
Game of the month: V-Rally 98

Paul Jarrold
"Magic Skill Bore. This sends out a missile that burrows into opponents' head and turns them into rubbish gamers. I, subsequently, win. A lot."
Game of the month: Bomberman

Wil Overton
"Hair Death Gun. This would fire off rays of Salon Selectives which, when they hit, make an enemies hair keep growing until it suffocates them in an Afro o' Death."
Game of the month: Legend of Zelda

Andrea Ball
"Sun Tan Squirter. This would be filled with sulphuric sun tan lotion (of factor 20 or higher) which melts skin and turns your brain into a paella paste. Greasy!"
Game of the month: 1080°



Tim Weaver
"Swear Gun. This sends a missile of pure soap which lodges in the mouth and keeps lathering until the head and/or body explodes in a shower of bubbles."
Game of the month: Turok 2

Mark Green
"Popularity Pelter. Having replaced Jes – who's currently on tour – I need to get popular and quickly. So, when this hits, it would make people laugh at my jokes."
Game of the month: Trump World

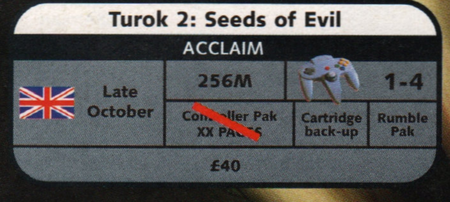
Martin Kitts
Unavailable for comment at the time of going to press, Martin only had this to say: "I don't need a weapon. I could kill you with my bare hands."
Game of the month: Glover

James Price
"Conversation Launcher. This ingenius piece of equipment would cast a spell on adversaries and make them listen to everything I say. It–" Bad idea, that.
Game of the month: Gex 64



It lives. It breathes. It roars.
Turok 2 comes alive and only in N64...

TUR

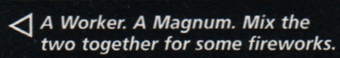






PREVIOUSLY IN N64 We did a huge Special Investigation on *Turok 2* in issue 19.





◁ A Worker. A Magnum. Mix the two together for some fireworks.

▽ Sunfire Pod. Not enormously helpful at this particular juncture.

Good shot! In about two seconds, his arm will fall off. ▷

◁ Ah, the guardian of the fortress. And his very big sword. Gulp.

▽ Tranquilliser. Use it when this 'un wanders onto a touchplate.









SEEDS OF EVIL



△ The Magnum. Not the most powerful of weapons. But bloody.

Excited? Oh yes. *Turok 2* comes with 21 months of anticipation. Ever since *Turok: Dinosaur Hunter* was completed – quite a task as veterans of the first game will testify – us N64 owners have been gagging for a follow-up. Now we've got one.

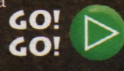
Turok 2: Seeds of Evil is special for a number of reasons. Firstly, it comes on a 256 Meg cart and, standing FOUR times the size of *Mario 64*. It has six levels – or, rather, six different graphical environments with around eight sub-sections in each – and proves to be a vast experience. The scope of the game is truly incredible.

Secondly, it's the first game to feature an *option* to switch to the machine's high-resolution mode. In conjunction with a 4Mb Memory Expansion Pak (sold separately), *Turok 2* is, without doubt, the best looking console game you'll ever see, with visuals that easily compete with those running off a high-end PC. Having said that, even in low-res, the game is an astounding piece of work with some unbelievable detail and breathtaking lighting.

And, thirdly, it's not merely the first game with new levels. Instead, *Turok 2* has almost entirely been recreated from scratch with only remnants of the original engine in place. All of which means *Turok 2* isn't merely a sequel. Oh, no. It's a whole new game.

Prepare... yourself... for... impact...

GO! GO! ▷

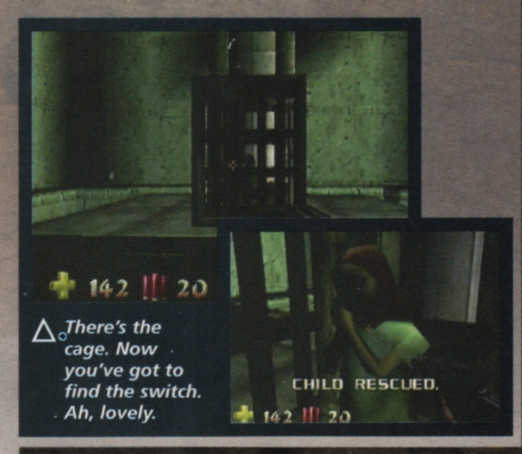


Choose to accept

***Turok* was an all-out blaster with nary a hint of brain-work. *Turok 2*, on the other hand, requires a good deal more thought. Here're some of the missions you'll encounter...**

Children

Before the Primagen's filthy great army ran amok, adults hid their children to try and protect them. The Dinosoids of the first level know where they are and have imprisoned them in order to lure you in as bait. Your job, then, is to free them. If you don't, they'll die. Your reward? Surely hearing them say, "Thank you, Turok" when you open their cages is enough.



There's the cage. Now you've got to find the switch. Ah, lovely.

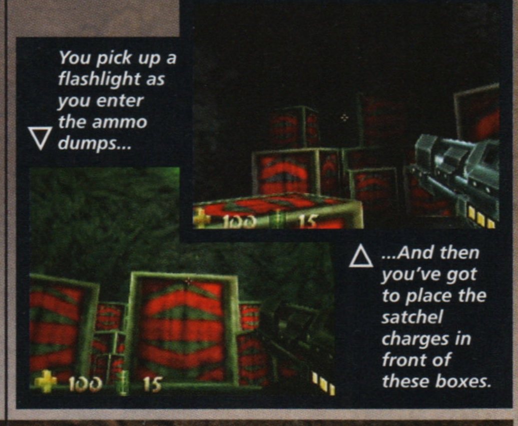
Distress beacons

In order to get help to The Port of Adia as soon as possible, distress beacons have to be set off. You'll find the switches easily but they won't work without power cells. Needless to say, these power cells are considerably more difficult to find, as they're almost always hidden in drainage tunnels or secret areas. Look out for explodable crates next to walls. Wink, wink.



Ammo storage dumps

The Purr-Linn, the hulking great monsters that inhabit The Death Marshes, have created ammunition dumps for their Ion Swords in three locations across the level. By destroying each of these units, Turok can severely cripple the Purr-Linn army. There's a sub-mission here, too, with satchel charges needing to be found in order to destroy the ammo dumps.

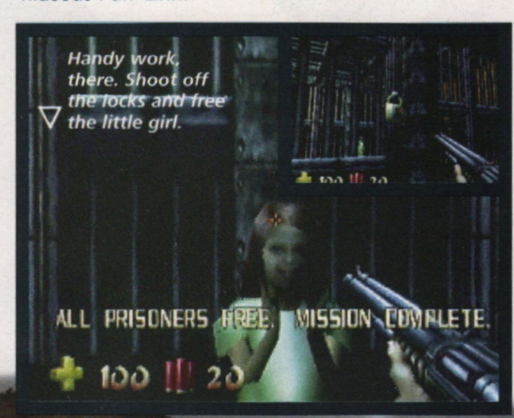


You pick up a flashlight as you enter the ammo dumps...

...And then you've got to place the satchel charges in front of these boxes.

Prisoners

Like the children in The Port of Adia, the Purr-Linn have taken a crowd of poor human souls and imprisoned them, hoping to impress the Primagen who has promised them land. With Turok on the scene, all is not lost, though. His mission is to seek out five prisoners and give them a taste of freedom. But, be careful: each prison cell is protected by a hideous Purr-Linn.



Handy work, there. Shoot off the locks and free the little girl.

Force field generators

On The Hive of the Mantids (level five), Rift Gates have been formed to allow the aforementioned insects to invade Earth. Turok's job is to shut down four force field generators which are protecting the Master Computer which, in turn, will operate the Rift Gate. This isn't easy. The level is huge, there's mazy corridors aplenty and each force field is very well protected.



The switches to disarm the force field generators are always heavily guarded.

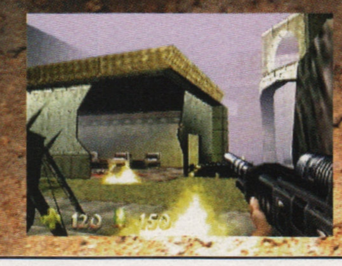
Queen Embryos

Scattered throughout The Hive are eggs. Each egg can be shot at and, while most explode into a shower of blood, some spring surprises at you. We won't spoil it. Anyway, the Queen Embryos are harvesting these eggs and by knocking off the three Queens, Turok can prevent further uppage of the Mantid population via the Rift Gate. Easier said than done, mind.



The Queen Egg. Complete the other missions and then take the Queen out. Oh yes.

NEW AND IMPROVED!



Fogging

The biggest problem with the first game was its fogging. Used to disguise pop-up, it was desperately overused, and, while not affecting the way the game played, nevertheless became tiring and reduced the visual gloss. The first time you saw a skeleton warrior legging it out of the grey–blue distance at you it was pressure–packed stuff. The fifth or sixth time, you began to get a bit narked off about the lack of any warning. Iguana, then, have listened to complaints and come back with a misting system that works perfectly. There's just enough to disguise scenery drawing but never too much to take away from the astonishing environments, which curve and wind to help prevent pop-up anyway. Welcome to Smoothsville, USA.

Rok 'n' roll

The full compliment of weapons is 21. Here's your first EVER look at them all...

FLARE

Useless as a weapon but essential when it comes to lighting dark, enemy-infested corridors.

TALON

Swipe and hope. First level monsters are easily dispatched but thereafter it's a bit of a risky tool.

WAR BLADE

Slides out from a wrist attachment with a satisfying ping. Slicey! Dicey! Spicey!

PISTOL

Slow in hindsight but you'll be whistling sweet dixie when you first find this bullet-peddler.

BOW

Fire off these and watch your arrows stick into enemies. No blood but plenty of pain. Mmm.



TEK ARROW

The power of Tek makes for a cocktail of death. Surprisingly useful piece of wood and string.







SNIPER!

Working in conjunction with the Tek Arrow, you can zoom in, manoeuvre about, then fire.

MAGNUM

Powerful rapid-fire hand gun. Stick it into an Endtrail's cakehole and it's goodbye head time.



TRANQUILLISER

Genius. Dart gun an enemy when they're on a touch-plate to open up secret areas full of booty.



CHARGE DART RIFLE

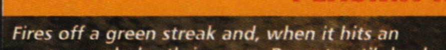
Fire once and enemies are frozen to the spot, helplessly shaking. Fire again for gurgly death.

SHOTGUN

Tremendous. It'll take a Raptor's head off and paint the walls red without the need for Dulux.

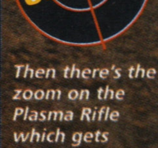
PLASMA RIFLE

Fires off a green streak and, when it hits an enemy, explodes thrice over. Repeat until dead.









SNIPER!

Then there's the zoom on the Plasma Rifle which gets closer and is more potent. Excellent.

FIRESTORM CANNON

Its barrel rotates as it fires off red lasers, it tears adversaries apart and it whirrs. Yum.



SHREDDER

Lasers aplenty and, when they hit walls, they keep rebounding until they've made contact.



PFM LASER

Ah, now we know how. Launch one, wait, launch a second and BOOM. Absolutely fantastic.



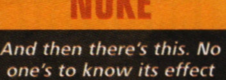
GRENADE LAUNCHER

Like the original but cannier. You can bend them round corners now. Useful on The Hive.



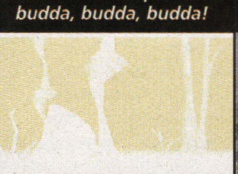
SCORPION LAUNCHER

Three-pronged attack with missile one killing, missile two slicing and missile three spreading.



SUNFIRE POD

Lob these and they explode, blinding enemies. Now switch weapons and budda, budda, budda!



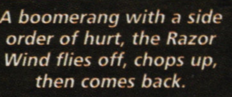
CEREBAL BORE

Sends off a missile of braintastic proportions that burrows into enemies heads. Blood frenzy!



RAZOR WIND

A boomerang with a side order of hurt, the Razor Wind flies off, chops up, then comes back.



FLAME THROWER

You've got to fry-iiiii! Watch as enemies leg it about on fire, pleading for you to spare them.



NUKE

And then there's this. No one's to know its effect until the game hits the shelves...

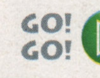


I-GUN-NA!
Don't flip past the Iguana sign at the start of *Turok 2* before you've seen the handy little lizard play havoc with a couple of handguns. See, he's quite happy sitting in the middle of that forest on his rainbow-coloured Iguana sign when something in the woods starts shooting arrows at him. So, the Iguana gets up, pulls out a couple of 'pieces' and gives as good as he gets. And who does it turn out to be shooting at him? See if you can have a guess...





GO! GO!

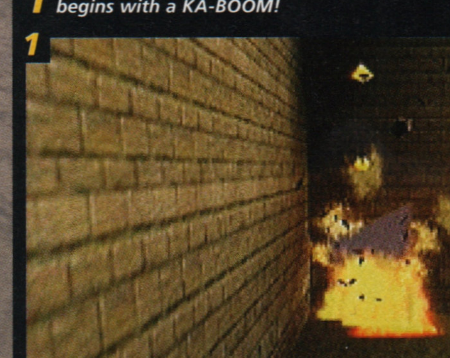


FEED ME
Look out for the tiny dinosaurs on the first level that feed on the dead bodies of the soldiers that have been killed by the Primagen. Stay out of sight and they're not worried about you. Get close to them and they leg it after you, hoping for a three course meal. The best way to rid yourself of them is flipping the old zoom mask down and zipping a couple of Tek Arrows their way. It's easier to aim this way, too. When they're up close, they never stay still.

Let me take you by the hand...

Turok 2 is quite an experience. There's stacks to think about: missions to complete, puzzles to solve, switches to pull and monsters to completely – and remorselessly – annihilate. So, taking a deep breath, we take you through some of the best bits of the first two levels...

1 And so the fifth sub-section of the first level begins with a KA-BOOM!





2 Aaaaah! A Fireborn leaps out from nowhere, gob a-gaping. Line 'em up...



3 ...And reel 'em in. Gulp. Look at those teeth. Luckily, he's a dead 'un.

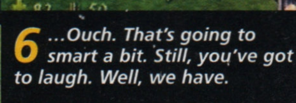


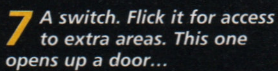
4 Up and on, you pick out this growler in the distance. He's fast, he's vicious...

5 ...And (sniff, sniff) he can smeeeeell you. Stick that Magnum hitherwards...

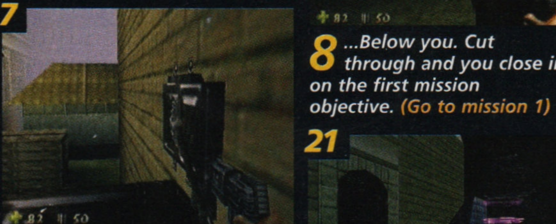


6 ...Ouch. That's going to smart a bit. Still, you've got to laugh. Well, we have.





7 A switch. Flick it for access to extra areas. This one opens up a door...



8 ...Below you. Cut through and you close in on the first mission objective. *(Go to mission 1)*

MISSION 1: RESCUE CHILDREN



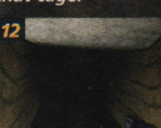
9 A child. Port of Adia's primary objective is imprisoned inside that cage.



10 By dropping down, you can see that you've got to open a walkway and...



11 ...Find a switch to get inside this cage. "Help me Turok!" she cries.



12 The walkway is at the top of this darkened corridor. Into the unknown...



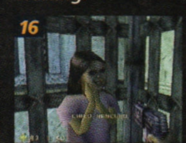
13 ...And out the other side. The guardian of the cage switch is waiting.



14 Work that Magnum and repaint the walls! Budda, budda! PEE-YOWM!



15 The all-important switch. Flick it and the Cage opens. No we're motoring.

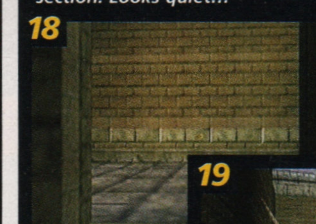


16 And here's the little girl. Bit ugly, but she doesn't half appreciate it.



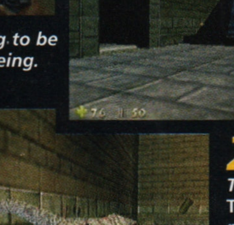
17 Now just move around the ground floor of the arena for the exit warp.

18 With a flare of blue light, you warp to the next sub-section. Looks quiet...



19 Gaaaah! Look at the size of those dentures! And there's two Raptors. BANG!

20 This one's not going to be up to much sightseeing. Heads, you lose, eh?



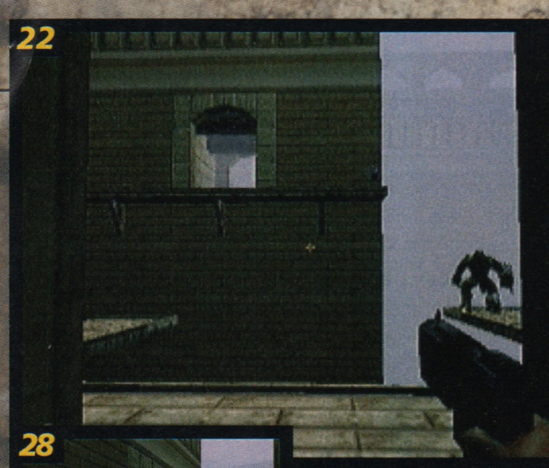
21 There's Turok 2's new save points and a dark corridor. Hoo hoo, ha ha!

NEW AND IMPROVED!



Enemy AI

The enemies in the first game were never intelligent, just tough. Most just rushed towards you, pummelling you with ammo as they did so. It wasn't always a test of skill, just a test of health and how long you could survive. In *Turok 2*, it's *sooooo* much harder. The enemies still pelt it towards you but, if they're taking a beating, they run away again, gathering up pals for a second, attack *en masse*. Also, the Drones on The Hive level hide behind eggs when shooting – to protect themselves – and then, when you destroy the egg, run to the next one for protection. Even better are the Raptors which hunt in pairs and spring out at you when you're turning corners. And when you run fast, they run faster. Get that Shotgun ASAP...



22 At the other end you enter a massive, multi-levelled arena. With nasties.

23 High above, two monsters are firing plasma balls. (Go to Special box)

28 Work your way around the arena – killing a little on the way – and you...

29 ...Reach the end-of-sub-section level warp. Step in and move along.

SPECIAL: PLASMA ZOOM MASK



24 So, it's time to give them a bit of their own medicine. Plasma Rifle and...

25 ...Zoom mask. Flip it down with the D-pad and direct it towards the light.

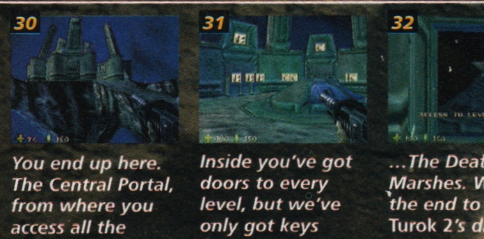


26 This red-eyed Endtrail's staring down the barrel of a pain-heavy world of gun...



27 And so it turns out. Notice the blood on the walls. Pleasingly red, isn't it?

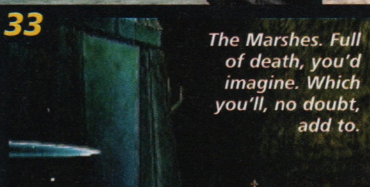
SPECIAL: CENTRAL PORTAL



30 You end up here. The Central Portal, from where you access all the levels.

31 Inside you've got doors to every level, but we've only got keys for...

32 ...The Death Marshes. Walk to the end to warp to Turok 2's darkest level.



33 The Marshes. Full of death, you'd imagine. Which you'll, no doubt, add to.



34 First up, though, you come across one of the level's keys. Handy.

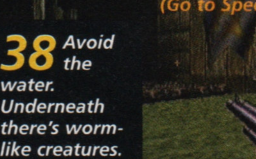


35 ...Enough of a distraction. Oof. Right in the noggin. Killer wasps too.



36 Ah, so you're the noisy one. Fortunately, the Shotgun should provide...

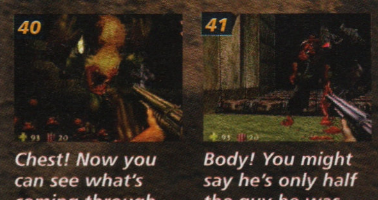
37 ...A way of shutting you up. Oof, right in the head. And killer wasps too.



38 Avoid the water. Underneath there's worm-like creatures. Who bite.

39 A desolate human fortress. Inside? Who knows what darkness awaits. (Go to Special box)

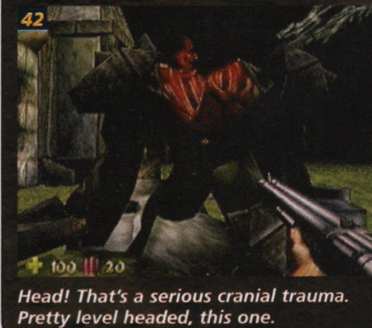
SPECIAL: DISCO DEATH (REPRISE)



40 Chest! Now you can see what's coming through the door behind him.

41 Body! You might say he's only half the guy he was. You might.

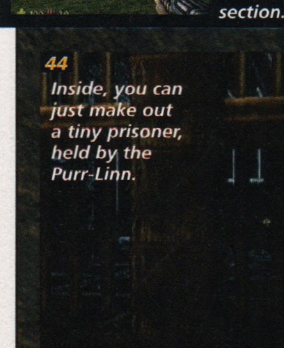




42 Head! That's a serious cranial trauma. Pretty level headed, this one.

43 And, after some bloody death, we reach the end of another sub-section.

MISSION 2: SAVE PRISONERS



44 Inside, you can just make out a tiny prisoner, held by the Purr-Linn.



45 Each cage has a guardian. And this one is, as you can see, pretty big.

Back up and blow away. He just didn't have the stomach for it.

46 Each cage is padlocked. However, all you have to do is aim and fire to...



47

48 ...Open them. This one is but a child. And, plainly, she's very excited.

MASSIVE TUROK 2 WALKTHROUGH CONTINUES OVER THE PAGE GO!GO!

Let me take you by the hand... *continued*

49 You've freed the young girl. But, wait a mo, what's behind that cage, there?

50 Ah, one of the four switches that secure this level's Energy Totem in place...

51 Just step up to it and the four arms move inwards with a pleasing whirr.

52 Next up is this... a satchel charge. Its use? All will be revealed later on...

56 Well satisfied with your day, you take the next route to the warp...

MISSION 3: DESTROY AMMO DUMPS

57 ...And then into the labyrinthine tunnels of the Purr-Linn's ammo dumps...

58 Picking up the flashlight helps you see what's in store. BIG boxes o' death.

59 Remember that satchel charge you picked up. Now's the time to use it.

60 Escape – very quickly – via the tunnel's level warp. And it's congratulations!

SPECIAL: CEREBRAL BORE

53 Search the level – really search the level – and you access the 'Bore...

54 ...Fffffffff... off it goes. The red circle signifies that you're locked on...

55 ...And then the missile does the rest. Mmm. That's sticky old rain, eh?

OOZING CHOOSING

The control system spearheaded in *Turok* – C-Buttons for direction, analogue for 360° viewing – worked perfectly with the game's layout. However, there were some that found it cumbersome, especially in the light of *GoldenEye*'s more familiar configuration. So, again listening to what gamesplayers wanted, Iguana have included two different playing styles: one called 'Turok' and a second called 'Golden'. Can you guess which one's which?

Who wants some? This time it's personnel. Mines...

Team Mode

Up to four players team up and take on armies of fang-addled nasties in any of the six one-player environments. Try centralising Magnum fire on the eggs in The Hive. *Splurge!*

Bloodlust

Known more commonly as the Deathmatch. All-out kill frenzy with up to four players battling it out for the most 'frags'. Loads of weapons and each of the 10 arenas at your disposal.

Frag Tag

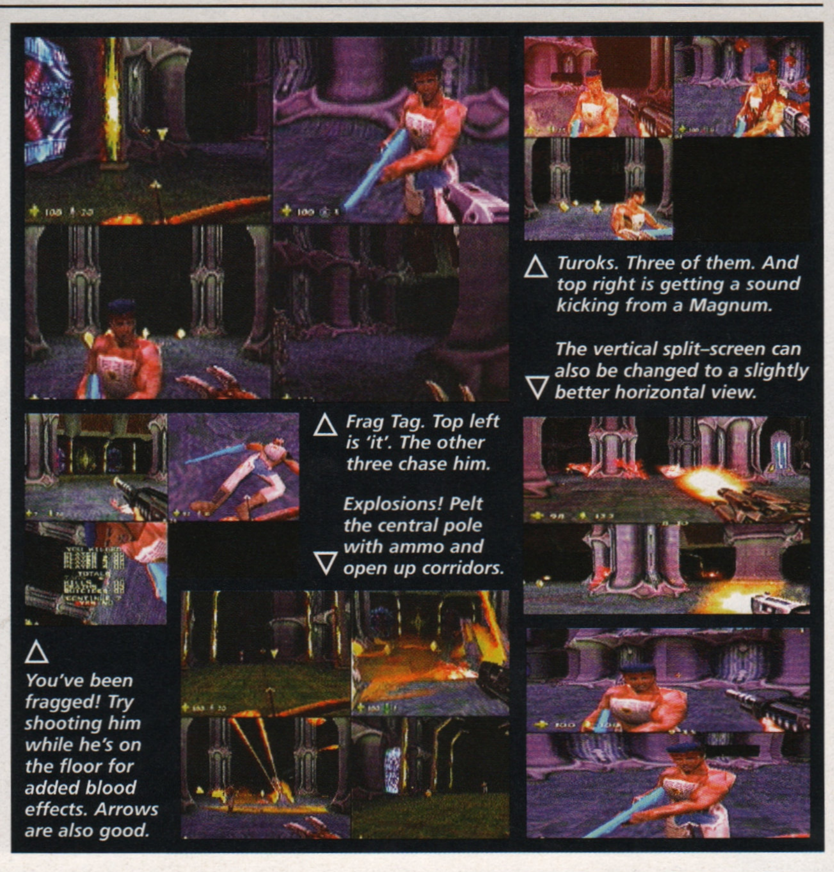
One player is 'it' and, without weapons, has to reach a 'safe' area without being killed by the other players. Fantastic idea and, with separate characters, works brilliantly. Top fun!

Characters

There are seven playable characters (plus some secrets): Turok, Adon, the Purr-Linn, the Sloth, Flesh Eaters, Gants and Raptors. The latter are most interesting: weaponless but FAST.

Arenas

Ten arenas in all: Cave Torture, Spinal Rippage, Chaos Tunnels, Casual Dress, Warfare Sound, Watery Vault, Dining for Two, Mine is Bigger, Dare Ye Enter and Barbecue City.



△ Turoks. Three of them. And top right is getting a sound kicking from a Magnum.

The vertical split-screen can also be changed to a slightly better horizontal view. ▽

△ Frag Tag. Top left is 'it'. The other three chase him.

Explosions! Pelt the central pole with ammo and open up corridors. ▽

△ You've been fragged! Try shooting him while he's on the floor for added blood effects. Arrows are also good.

Expansion Pak: *Questions answered!*

This little black cube is the future of N64 gaming. And *Turok 2* is the first game to use it...

Q. What's the 4Mb Expansion Pak, then?
Fitting into the 'Memory Expansion' slot on the front of your N64, the 4Mb pak is a device that doubles your N64's built-in memory. Up until now, developers have been working within the boundaries of the machine's standard 4Mbs.

Q. Er, so what?
Well, with the Pak in place, games can shift twice as much information into the N64's RAM than with just the default 4Mbs in place. The effects are dazzling: visuals can be upped to a maximum screen resolution of 640x480 pixels, meaning N64 titles will eventually – once developers work to that configuration – look almost identical to accelerated PC games. Hence 'hi-res'.

Q. And Turok 2's the first to do it?
No. Iguana sports titles, *NFL QuarterBack Club '98* and *All Star Baseball*, have already been brought out in 640x480. But, it's worth remembering, *Turok 2* has TONNES more polygons and special effects to throw round. *All Star Baseball* was a series of blokes running around at a Sunday morning pace. It didn't need to be particularly fast. *Turok 2* does. And that's where the 4Mb Pak comes in. It gives *Turok 2* license to perform all its wonderful wizardry at its normal whip-cracking speed. Top!

Q. So, when can I get my hands on one?
Well, Nintendo of America Big Cheese™ Howard Lincoln confirmed exclusively to **N64** that Nintendo would have a 4Mb Expansion Pak in the shops by the time *Turok 2* was out (early-to-mid November). Datel have also got one on the go and will probably beat Nintendo out with it. Price-wise, expect the Paks to retail for around a reasonable 15 quid.

Q. Will other games follow suit?
Oh, almost certainly. Maybe even *Zelda*.

Q. Whaaaaaaaat?
Maybe... Don't put any money on it, though. But, with Nintendo already planning a pack in time for the game's launch, it wouldn't seem a – how would you say? – ludicrous idea.

As far as the future is concerned, we'd be very surprised if most games of the games released in 1999 didn't make use of the little cube o' loveliness. Although, strangely, the Rare team behind *Perfect Dark* – when asked by **N64** Magazine at the ECTS show, this month – claimed not to have even *seen* a Pak.

Expansion Pak: *What difference does it make?*

So, technical guff aside, what difference does the 4Mb Pak make to *Turok 2*? Compare the evidence...

LEVELS!

Low



MONSTERS!





BLOOD AND GUTS!





CEREBRAL BORE!





NEW AND IMPROVED!



Level design

Fair enough, *Turok 2 is* four times the cart size of its predecessor and so the levels are obviously going to be bigger. However, the length of the quest was never the problem with *Turok*. It was the level design which was linear and often weighed down by temper-fraying precision jumping. This has been rectified entirely by the sequel's astonishing layout. Not only do the level's sub-divisions provide natural breaks in the action (handy, given the size of the game) but each section eventually comes round in a circle meaning it's very, very hard to get lost. Additionally, precision jumping very rarely occurs now and, when it does, it's either easier to accomplish or only two or three jumps at a time. Ah, how refreshing.

ADON CALLING

Adon. Turok's guardian, er, *thing*. (Well, she's not human and her face contradicts the phrase 'angel'. Perhaps 'troll', or 'hideous gnarly goblin' would be closer to the truth.) During a gorgeous intro (see below), she explains that she will watch over Turok and guide him – i.e. you – as he attempts to stop the Primagen, the latest evil being to fancy his chances at world domination. Basically, this involves the protection of six energy totems which are currently keeping the Primagen imprisoned in his lightship. If the energy totems are destroyed, the Primagen will escape and – this is the best bit – send "tendrils of madness and psionic power across the face of the Lost Land". Now, *that's* a nasty business.













△ Snap! Ah, morning. How's things? Um, let me just pull the trigger.



◁ Old Indian. He can be your friend. If you treat him right. Wink, wink.

Eurgh. They're not too pleasant to look at, eh? So, kill them. A lot. ▷

△ The effects just get bloodier. Gut ripper!

◁ Close your eyes and hope he goes away... Oh.



It's amazing. Take a mo to ponder how far Iguana have come in so short a time and you realise that this – one of the N64's most staggering games yet – is an impossible achievement. Four years ago, the Texan company were unremarkable SNES developers. Now with this incredible sequel, they're one of the N64's top three developers. Yes, *Turok 2* is *that* good.

It's that good because it puts right everything that was wrong with the original – Iguana took into account every... single... criticism... that gamesplayers levelled at *Turok* – and then doubled up all the best bits as well. So, for your forty quid – *forty quid* – you get more levels, more monsters, more weapons, more frights, more blood and more options, particularly in the shape of a new Deathmatch to compete with *GoldenEye*. Pause for breath.

First off, you can't help but be astounded by the way *Turok 2* looks. Of course, anyone with a modicum of sense will snap up a 4Mb Expansion Pak and whack it into the 'Memory Expansion' slot as soon as the little black cube hits the shelves. The difference it makes to the game is unimaginable. Suddenly, the N64 is transformed into a 3dFX PC. Its detail is incredible, its resolution pin-sharp, its textures lush. And, yet, the game still whips along. Enemies pile towards you at frightening speed with not one smidgen of slow-down playing on their movement. *Turok*'s world is phenomenal; certainly the best on the N64.

But, don't let that fool you into thinking the game's 'lo-res' mode is disappointing. It isn't. In fact, even without the added bonus of the hi-res setting, *Turok 2* is a tremendous piece of work. It's certainly as good as anything that's come before on Nintendo's machine, with the gorgeous levels becoming increasingly more impressive as you work your way through the game. Once you get to The Hive of the Mantids (level five), things are eye-wateringly good, with its knowingly accurate decor superbly reminiscent of the Alien films.

Actually, *Turok 2* is a technical triumph full stop. The music is dramatically scored, with strings, tom toms, bass lines and nerve-juddering screeches as enemies spring out at you from all angles. It's looped but, it's so well disguised, that you'll barely notice. And like DMA's forthcoming *Body Harvest*, it also fades in and out depending on how busy things are.

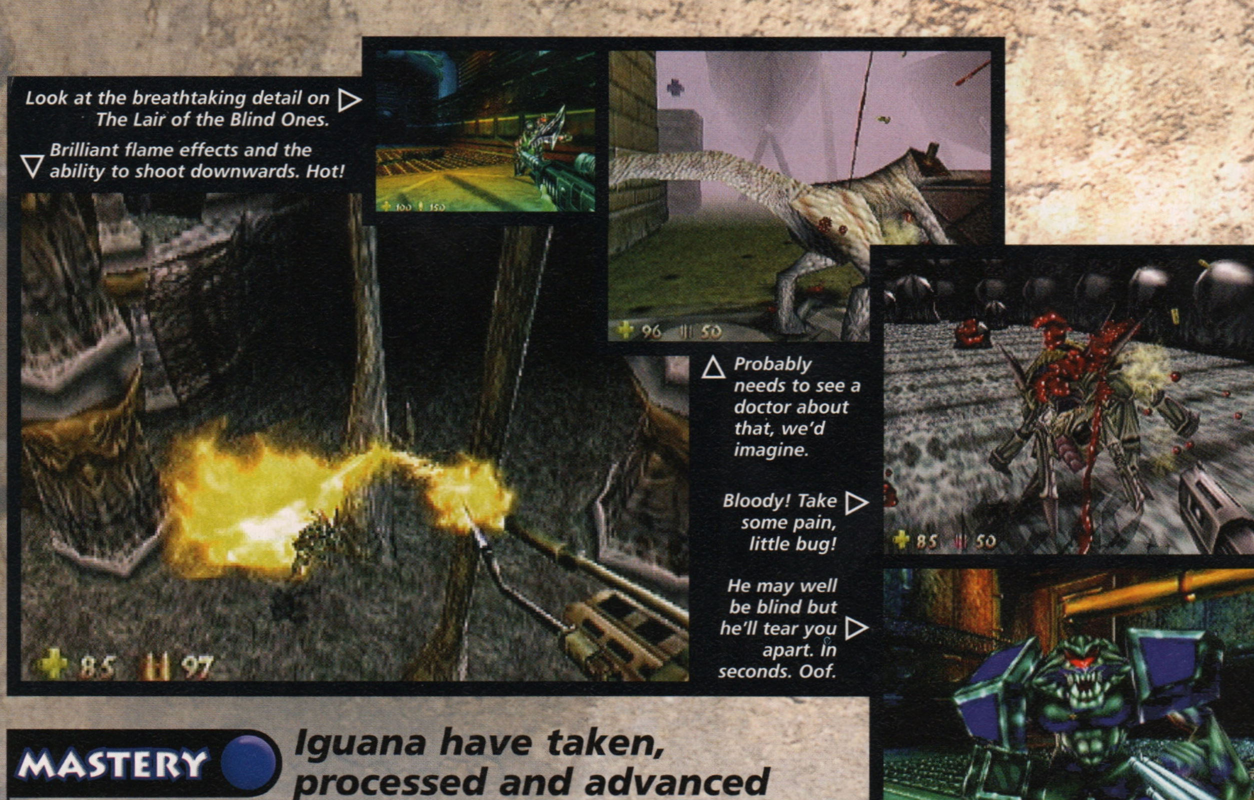
VISUALS ***Its detail is incredible, its resolution pin-sharp, its textures lush. Turok 2 is phenomenal; its world is certainly the best on the N64.***

Fortunately, behind the startling visuals and soundtrack, there's a stunning – and much improved – game. It's certainly a darker, more adult experience than *Turok*. There're no slightly comical squirts of blood as you slice an enemy headward (although fans of the red stuff won't be disappointed with the fountains of blood exploding from enemies now). There's not even a particularly heavy quota of, Raptors aside, the first game's peculiarly unfrightening dinosaurs. Instead, there's an unpredictable army of unique creatures that spring surprises on you at every possible turn. Each of the 30 beasts are designed solely to produce maximum scares, combining skin crawling bugs, ape–like flesh eaters and thunder–footed hulks.

We've already touched on the gut-whirlingly high level of AI but it really has to be seen to be believed. The way they scatter, or call for help, or feast on dead bodies, or hide behind objects is fabulous. Okay, so *Turok 2* borrows quite a bit from *GoldenEye* in the way the baddies react to you but even so... Iguana have taken, processed and advanced Rare's techniques to such an extent that, in fact, they've probably gone and surpassed them, here.

Their world is vast in scope and depth. It reels you in and refuses to let go. Each level is meticulously designed. The way they eventually loop to minimise confusion is inspired and the addition of mission objectives is a handsome sight. It gives the game more focus and betters its predecessor's pretty limited and fairly simple key–collection. And with four missions per level plus gob-fuls of vicious nasties, you've certainly got plenty to contemplate.

Weaponry isn't about to disappoint either. 21 sticks o' wrath plus two underwater specifics – in the shape of a Speargun and mini–missile launcher – make up the most potent arsenal in videogames. The choice available here is fantastic but, more so than the first game, they're not all necessarily geared towards death. The Flare, for example, is simplistic genius, especially given the now darkened nature



Look at the breathtaking detail on The Lair of the Blind Ones.

Brilliant flame effects and the ability to shoot downwards. Hot!

Probably needs to see a doctor about that, we'd imagine.

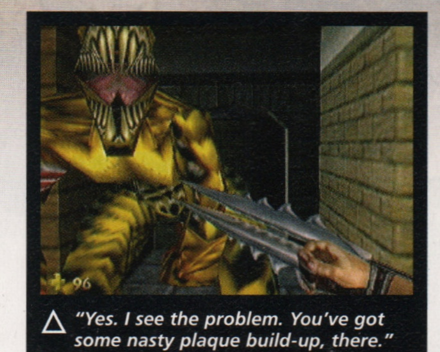
Bloody! Take some pain, little bug!

He may well be blind but he'll tear you apart. In seconds. Oof.

SPEECH SAMPLED
With 256 Meg at its disposal, you'd expect something a little extra from *Turok 2*. And you'll get it in the shape of shed-loads of sampled speech. First off, there's the entire intro sequence furnished with some of the lengthiest and crispest monologues we've ever heard emanating from a cart. Then, before each level, the ever lovely Adon runs you through the history of the place (to the accompaniment of some superb cut scenes). Combined, we reckon the amount of sampled speech must be up around the eight minute mark. We kid you not.



MASTERY ***Iguana have taken, processed and advanced Rare's AI techniques to such an extent that they've probably surpassed them.***



"Yes. I see the problem. You've got some nasty plaque build-up, there."

of the levels. Likewise, Tranquillise Dart an enemy on a touch-plate and you can access previously unavailable sections of the level. Also of note are the two new Sniper modes which are essential to play and graphically jaw dropping. The detail on enemies up close will leave you feeling quiversome at the knees.

But, don't let anything take away the sheer brilliance of destructive weapons like the Shredder (ping, ping, gargle, *splurge*), the PFM Layer (beep, beep, BOOM, *splurge*), the Cerebral Bore (wheeeeoiiiir, bzzzzz, *splurge*) and the Flame Thrower (frrrrooooor, *aaaargh!*). The latter, in particular, demonstrates a new era in realistic fire effects.

The pace at which the game moves and the speed at which it throws enemies, missions, sub-sections and puzzles at you means your interest levels will very rarely drop below the level marked, 'mesmerised'. Indeed, it's a measure of how good a game is when, four solid hours into The Port of Adia, we realised we hadn't actually spoken, moved, or even blinked, *at all*. The beauty of the game is that there's always something else new to discover. Just as you enter a ravaged house, with its furniture toppled and inhabitants strewn across the floorboards, you pick up a new weapon, or free a small child, or ride a Triceratops. And, then there're the bosses which, if we described, would only spoil it for you. Like the best films, you don't want to know the ending. You want to be surprised. And you will be. Hee, hee.

Of course, no game is faultless. Whilst *GoldenEye* paraded weak, but not game-affecting, sections like the Streets and the Cradle, *Turok 2* sports parts that also don't conclude quick enough. And, despite the cleverness of arcing levels to provide easy routage, there's still parts where it's a little easy to wander off into the wrong direction and find yourself lost. Fortunately, a spot of backtracking almost always provides the answer to your hopeless meanderings.

Anyway, it would be wrong to condemn *Turok 2* for this as the Iguana team have obviously spent a healthy portion of development time trying to prevent it from happening. And, with the huge 3D world, a couple of wrong turns is still a pretty impressive figure.

Nope, the truth is, *Turok 2* is exceptional. It's not just a sequel. It's a whole new game. We would imagine Iguana have used the basic engine from the first game though, to be honest, they could just have easily not. It's *that* different and *that* much better. All the problems of the original have been ironed out meaning it's certainly not just a lazy sequel – it's not *Tomb Raider 2*. It's one of the best things to happen to the N64 since its launch. We might even go as far as to say it's one of the best games on the machine. In fact, we will. Because it is.

But, the question everyone will be asking is, is it better than *GoldenEye*? Well, yes... and no. Yes, it supercedes *GoldenEye* as the N64's premier shoot-'em-up through its sheer adrenalin-packed magic. It's everything you need: blood, guts, weapons, puzzles, strategy and immense 3D worlds. But, no, because *GoldenEye* is still an awesome game in its own right and, really and truthfully, such a different game to this. *Turok 2* is the new *Doom*. *GoldenEye* was the old *Metal Gear Solid*.

Sooooo, reserve your copy now because, we'd wager, there's going to be a rush. And the reason, simply, is this: *Turok 2: Seeds of Evil* is utterly, utterly brilliant. Pure, eye-wateringly true fact.

SOUNDS ***The music is dramatically scored with strings, bass lines and nerve-juddering screeches.***

TIM WEAVER

10 VISUALS
The next stage in the N64's life. Eye-meltingly good.

9 SOUNDS
A superb soundtrack, tailored to the feel of each level. An incredible atmosphere throughout.

9 MASTERY
Genuinely tries to innovate – and succeeds. Makes use of every inch of its 256 Meg cart.

9 LIFESPAN
The biggest game on the N64 and, very probably, the hardest. Oh, and there's the small matter of the multiplayer too.

VERDICT
The start to a thrilling new era for the N64. *Turok 2* is bigger, bolder, ballsier and, without a doubt, the best game of the year so far. 30-15 to Iguana, then Rare...



PREVIOUSLY IN N64 We took a Future Look at *Gex 64: Enter the Gecko* in issue 16.



GEX 64 ENTER THE GECKO

Gex 64: Enter the Gecko			
GT INTERACTIVE			
23rd October	64M		1
	Controller Pak 1 PAGE	Cartridge back-up	Rumble Pak
£40			

Gex rhymes with Becks. So it's not surprising that his N64 debut is enough to turn *anyone* to drink...

Cast your mind back to primary school and bible classes. You'll recall the story of innocent ol' Adam and Eve, frolicking about in the buff, in a time when everything was rosy... Until the serpent came to the party.

Now before you look to the heavens and think 'what's he going on about *this* time', there is a reason for this – and I hate re-writing introductions.

Like that ancient Genesis tale, *Gex 64: Enter the Gecko* is another story that could have been so much happier if it hadn't been for the clumsy appearance of a fully paid-up member of the reptile family, this time, a lizard.

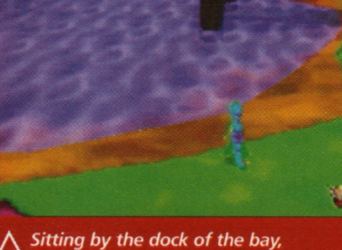
The thing is, in *Gex* the scaly-one has been given the starring role, making his errant ways more than a little off putting.

Pop the *Gex 64: Enter the Gecko* cart into an N64, and the usual copyright messages appear. Following that, an enlarged version of Gex 'runs' to the centre of the screen, sticks out his tongue and mumbles some incoherent inanity.

Now, I'm no real authority on 3D modelling or speech reproduction – other than in a layman's 'know-what-I-like' sense – but this introductory sequence is underwhelming, to say the least. In fact, 'rubbish' is nearer the mark. It typifies *Gex 64* in a way that my words never could. Not so much a statement of intent, more a declaration of a lack of intent.



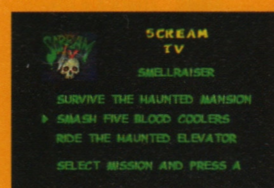




Sitting by the dock of the bay, watching the visual glitches comin' in...

What the Gex is going on here, then?

With the exception of bonus and 'boss' stages, each *Gex 64* level comprises three 'missions'. By completing each, Gex gains a 'red remote'. Get all three, and that section is finished. Use of the word 'missions' rather suggests a level of complexity but that's hardly evident during play. Essentially, these tasks involve travelling to a certain point or, invariably, collecting or tail-whipping certain objects. Here's one such level...



For this mission, Gex is charged to smash five 'blood coolers'. But first he has to find them...



You should explore every nook and cranny. This will help you to complete later missions with ease.



A swing of the tail, and there are only four more coolers to collect. A number pops up, saying how many to go.



It's advisable to check behind you – there's a terrible affinity to hiding objects by doors, out of sight. Grrr.



Five smashed blood coolers, and Gex gains a red 'remote'. This takes him to back to the level select screen.



Another remote collected, another picture showing Gex 64's awful game engine. Look at that fog! Awful.

A 'boss' level. But it's not very good. In fact, it's just plain tedious.

It be Wabbit season, apparently. But Bugs was always much, much funnier.

A railroad. And rocks. Scenic detail? Banjo makes Gex 64 look ridiculous.

Gex 64: Enter the Gecko is, you see, virtually identical to its PlayStation and PC equivalents in terms of level design. But, and it's awful to have to relate this, the N64 version is a poor cousin to its two relatively well-received counterparts. There's extensive use of fogging – just look at those screenshots, LOOK AT THEM! Yuck! – and a decidedly awful degree of slowdown whenever Gex enters in an open area. Conversely, move around in an enclosed area, or turn around to face a wall and proceedings gain an appreciable level of pace. Madness.

Third-party developers have long berated Nintendo for an alleged lack of support, and information on their console, citing those complaints as a reason for the poor performance of certain games. But really, *Gex: Enter the Gecko* is ridiculously low-tech. We're not quite talking *MK Mythologies* here, but we favour the practice of judging games by virtue of individual merit, here at **N64**. Although *Gex* is hardly the worst game available for the N64, we still find ourselves banging our gavel crisply down on the bench and reaching for the black cap, men and women of the jury.

It's a shame, because *Gex: Enter the Gecko* isn't, in principle, terrible. Indeed, many PlayStation magazines have showered their version with accolades, describing it as the best PS platformer available. The original *Gex*, released, ooh, ages ago on 3DO and PlayStation, was a 2D platformer featuring the eponymous lizard. Its plot – such as it was – saw Gex 'zapped' into his TV screen and attempting to escape by successfully completing a number of 'themed' levels. *Enter the Gecko* expands on that

GO! GO!

TALLY HO!

While it's possible to 'complete' each level by merely collecting all three red remotes, there are a number of other tasks Gex can busy himself with. Like collecting white remotes, for example. Just to let a player know how much there is to collect on a certain level, this handy screen pops up and highlights just what's left to find. **N64** readers – being a cut above the average gamer, naturally – would attempt to find everything. But heavy emphasis on the 'would' – being **N64** readers, you're all obviously too clued-up to go out and buy a game like *Gex 64*...



That be a white remote, gained through patient object finding.

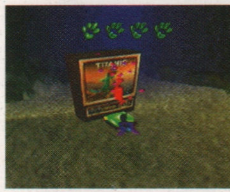


The Titanic level. Don't open that door, Gex! Argh!



WATER WOES

This is it, the N64-specific, 'Titanic' level. And it's pap. Not only is it cobbled together, and poorly tested, it's also sparsely furnished. When you do get near any scenery, it's odds-on that *Gex*'s automatic camera will allow him to hide 'behind' it. Gex is hard to control making objects difficult to collect and you get attacked by assailants you can't see. And the view distance? Pah.



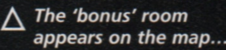


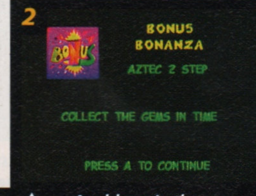
Bonus balls

Each 'main' level – that is, not end-of-level boss or bonus stage – has three sets of objects to collect. Themed to suit each level – carrots for Loony Tunes, skulls for Scream, and so forth – these can be found spread around, or by tail-whipping certain nasties. By collecting the required amount on a stage, Gex collects a white 'remote' by way of reward. For every three he finds, a new bonus stage appears. Here's one we prepared for you earlier.



1 △ The 'bonus' room appears on the map...





2 △ ...And here's the mission. Easy, yep?



3 △ There are 50 green gems to find in all.



4 △ That done, it's a mad race for the remote...



5 △ ...Only 20 seconds to go. But we'll make it...



6 △ ...See? As simple as that. But enjoyable? Hmm...

△ 'Evil lives', claims the sign. And it's true. It's Gex 64.

Another 'mission' complete, then. Grab the remote to exit. ▷

concept, featuring levels that pay homage, and attempt to parody, real-life movies. Thus, the first thing players are faced with after starting a game is Gex dressed in 007-like attire with an unmistakable Bond tune playing away as you choose his first level. Later levels see Haunted House and Kung Fu movie cliches explored – among others – and there are numerous references to well-known films.

Completing each stage involves the comfortably predictable gameplay device which is the collection of a bundle of goodies. In this instance, remote controls are the relevant objects of desire. Gex is able to get his mitts on these by exploring every nook and cranny on a particular level. More often than not, they're pretty easy to find – like most platform games, *Enter the Gecko* is unimaginatively linear.

The individual hazards that Gex encounters on his travels are crafted to suit the level they occupy. So, should he enter the Rabbit Season sub-level, found on the Loony Tunes stage, Elmer Fudd-style characters take potshots at the player. Such assailants can be dispatched, or at least temporarily disabled, with a swing of Gex's tail or, of course, with a nifty jump on whatever constitutes their 'head'. And that's, um, pretty much all, folks.

On the PlayStation, *Enter the Gecko* is genuinely enjoyable and well-executed, if rather lacking in scope and imagination. But even if this was a perfect N64 version, it would struggle to impress we Nintendo devotees. With the likes of *Banjo* and *Mario* being benchmarks for platforming perfection, *Gex 64* appears creatively bereft by comparison. Couple that fact with the incredible 'drag factor' of its awful game engine, and *Gex 64* is a woefully inadequate debut for Crystal Dynamics. We'd love to say: "This bit's good!" But, sadly, we can't.

Enter the Gecko is a disappointment. It's not funny. It's not even technically average, and we can't think of a single reason why you should buy it. So don't.

JAMES PRICE

VISUALS 4

The stages aren't particularly pretty – even when compared to the aging *Mario*, let alone *B&K*.



SOUNDS 4

Compare and contrast with *Banjo*. The big *B*'s simply in a different league.



MASTERY 4

Hovering around the minimum competency level for a playable game.

LIFESPAN 5

It's a pretty easy game to play, but there's lots of it. Who will want to bother, though?

VERDICT

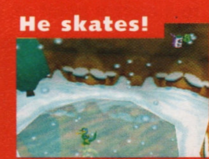
We'd hoped for so much more. Our faith was misplaced. Pity.

59%

Actions

Gex is a multi-talented lizard. Here are but a few of his many skills...

He skates!



There's a small frozen pond on the Looney Tunes stage. Jump on, and Gex begins skating. It's great. Better than anything that Mario has to offer. And yes, sarcasm is the lowest form of wit.

He walks on walls!



Bit of a nod towards the first Gex game, this. Being 2D, the novelty of walking on walls was an achievable, easily implemented, idea. 3D? Bit tricky. There are only a few walls Gex can do this on, and they're pretty easy to find.

He looks!



A standard feature of 3D games, granted. But Gex 64 is unique, and frustrating, in that its own 'look' features take so damn long to work – about a full second after the button's pressed. My quick-fix mentality is revolted by such periods of forced inactivity. And yours will be, too.

He swims!



But only on the N64, mind. This secret, Titanic level is based underwater. We considered giving it more space on the page than this, but it's so frighteningly awful, we thought we'd leave it be. Ugh.

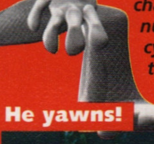
He swings his tail!



Gex can destroy or disable assailants by swinging his tail. But there's not much call for him to do so. Gex 64's levels seem oddly under-populated, in a strange kind of way. The nasties you do meet are pretty uninspiring, too.

Like all videogame characters, Gex has a number of animation cycles that kick in when the player leaves the joypad. Our favourite, without question, is the 'yawn'. Why? It's so damn appropriate.

He yawns!



PREVIOUSLY IN N64 We had an extensive Future Look at *Glover* back in issue 19.

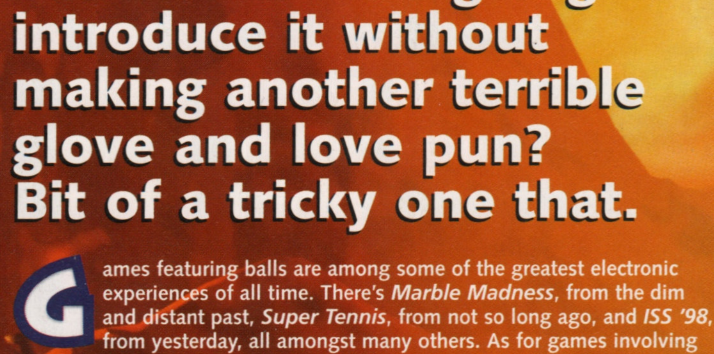


△ *The castle where Glover begins his quest. Go find some crystals!*



◁ *This is the Carnival bonus game. Shoot space hoppers at targets.*

▽ *Another bonus room. Not doing too well here, my glovely.*



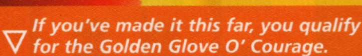
A superbly original game but how are we going to introduce it without making another terrible glove and love pun? Bit of a tricky one that.

Games featuring balls are among some of the greatest electronic experiences of all time. There's *Marble Madness*, from the dim and distant past, *Super Tennis*, from not so long ago, and *ISS '98*, from yesterday, all amongst many others. As for games involving gloves... Well, you have to look a pretty hard for a half decent example.

The history of the glove as a video game character is a less than illustrious one being littered with tales of rejected ideas, commercial failures, and games designers hitting the bottle. Anyone recall *Super Family Glove Adventure*? Didn't think so. And *Shigsy*, which would probably prefer to remain just as anonymous. No, honestly – they're true!

There are one or two decent ones though. Mickey Mouse wore gloves in his SNES platform games, and James Bond wore mittens (strung together by Q to prevent accidental loss) in *GoldenEye's* Surface levels. What we've never seen before is the unlikely combination of ball and glove together in one game. A good thing and a breakdown inducing thing... Could they possibly get along? Could they, my gloves... Could they?





▽ *If you've made it this far, you qualify for the Golden Glove O' Courage.*



△ *Bounce the ball up the steps. Not easy.*

▷ *Up in the tree house, admiring the view.*



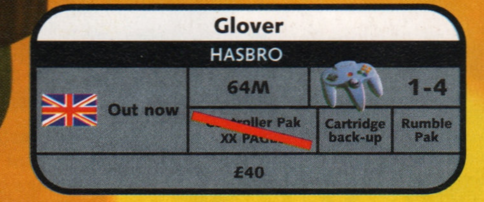


EXCLUSIVE!

OVER






Glover			
HASBRO			
Out now	64M		1-4
	~~Controller Pak XX PAGES~~	Cartridge back-up	Rumble Pak
£40			

△ So how are you going to get the Garibs under the bridge?

◁ Quick. Roll the ball to dry land before you sink and drown.

You've got all the easy ones – only 57 more Garibs to go. ▷




GO! GO!

MIRROR MODE
The way the controls are instantly reversed when you push the ball into deep water can lead to a few frustrating deaths and plenty of whacking into walls as you try to find a handy exit ramp. It's certainly the worst part of the game but there is a way round it – turn the controller upside down. Still deeply irritating though.



Worlds apart

Glover's quest, to recover the six missing magic crystals, encompasses six very different worlds, each with three main levels, a boss, and a bonus game. Seeing all six bonus games is an enormous task.

Atlantis

The first world is a fairly sedate introduction to the types of environments and traps you'll come across later on in the game, with only the ball rolling sections likely to cause many problems due to the reversed controls. Finding all the Garibs is more difficult though.

Top trick!

In the first level, it's possible to throw the ball from one side of the lake to the other in four stages, without ever letting it bounce. Hop, throw and jump across the gap then catch. Essential for time trial brilliance.

Boss!

In keeping with the watery theme, the Atlantis boss is a large stack of tasty seafood. A real pushover.



Take care of the cattle before collecting the Garibs.

The fish and the crab are okay but we wouldn't eat that blue thing.

There it is. Use the bowling ball to smash the wall.

Carnival

Carnival is a fairly big step up in difficulty from Atlantis, with its wobbling platforms guaranteed to catch you out the first time you roll the ball over them. Also includes ball thieves such as the elephant and the chicken, as well as Dennis Hopper himself.

Top trick!

Cross the tricky swing-boat section with two hard slaps of the ball bearing, change back to the rubber ball and collect all the bonuses on the slide, using a little bit of 'reverse thrust' to apply the brakes.

Boss!

Just as no town centre would be complete without a slobbering, drunken tramp, no carnival would be complete without a jolly clown.

Woo. Look at me (hic) kiddies. Aren't I the funniest (burp) thing!

Pirate

Glover's next port of call is the waterlogged Pirate world. The first level is pretty tedious (far too much slow motion deep sea diving for our liking) but the action hots up once you make it to dry land in the Cornish village sections. Avast ye landlubbers.

Top trick!

When Glover gets stuck at the bottom of the sea, with the ball floating overhead, his remote transformation can be used to summon the ball and use it as a life preserver.

Boss!

What kind of animals do pirates love? Parrots? Sharks? No, you've guessed it – monkeys. Yeouch.



Rest the ball on the switch to complete the puzzle.

That spell's trouble

Glover isn't restricted to his/her/its four balls and standard range of moves all the time. Every so often you'll come across a bottle of potion which will grant a special ability for a limited time. Your strength and speed can be increased giving you the chance to cast spells such as Boomerang which makes the ball return to your hand, and Froggy, which turns your enemies into frogs. Handy, but none of them match up to the excellent Helicopter spell which allows Glover to take to the air, sitting on top of the ball.



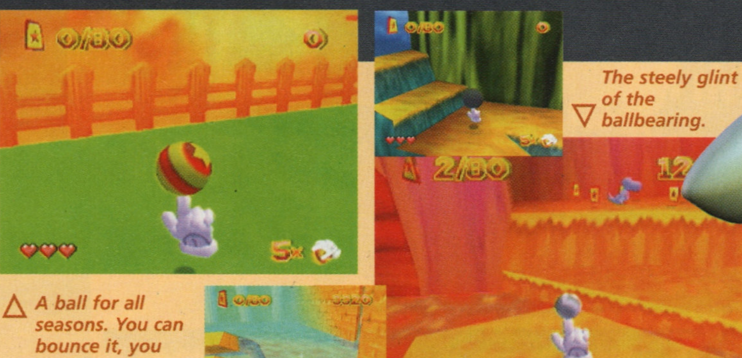
Aaargh! Hold on tight and keep an eye on that meter.

Hmm. Wonder what this one does. Looks pretty.

It's the helicopter potion bottle. You won't find too many of these, so make the most of it.

Loadsaballs

The R button is used to change the ball into one of three alternative states, although the standard rubber ball is by far the most useful. The bowling ball is used for breaking through cracked walls into secret areas but it's too heavy to bounce or roll up slopes. The ballbearing is handy for rolling around underwater and for using with some of the magnet puzzles that occasionally crop up towards the end of the game. The last one, the crystal, is only really of any use to expert players – it awards double points if you use it to collect the Garibs but even the slightest knock will be enough to shatter it to smithereens.



A ball for all seasons. You can bounce it, you can float it, you can spin it on your finger.

The steely glint of the ballbearing.

Prehistoric

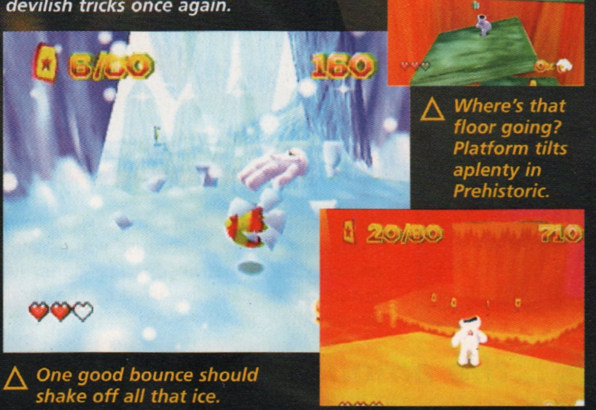
The climate is the biggest threat here. One minute you're sliding over sheets of ice, the next you're being fried to a crisp in a pool of bubbling lava. And that's not to mention the wandering dinosaurs, rolling snowballs and improbable leaps of faith.

Top trick!

Playing around in the snow quickly results in the ball becoming so covered in ice it becomes difficult to move. The only way to avoid this is to bounce it constantly to shake off the snowflakes.

Boss!

Dinosaur-in-an-ice cube! The evil Cross Stitch has obviously been up to his devilish tricks once again.



Where's that floor going? Platform tilts aplenty in Prehistoric.

One good bounce should shake off all that ice.

Fear

The penultimate level is a real Hammer horror concoction, although it's more likely to make you tear your hair out with frustration than lose it due to shock. Slip off any of the tiny ledges and you'll be transported back to the last of the infrequent checkpoints.

Top trick!

Look out for the mischievous green spirit who transforms your ball into a number of strange new forms. The flyaway beach ball is the only really useful one though.

Boss!

It's Frankenstein time, and it really is shockingly difficult. That was a sneaky clue, actually.



Swing low, sweet chopper.

That's a mighty fine glovocopter you've got there.

Space

Low gravity and toxic pools of green Moon Slime (or whatever) are among the many obstacles barring your way to Cross Stitch's off-world lair. You'll also have to make use of the ballbearing's magnetic properties in some of the game's most intricate sections.

Top trick!

When the little waddling alien creature crystallises your ball in its turban (bear with us here), wait until there is plenty of clear space behind it before stomping the floor nearby.

Boss!

Now that would be telling, ahh. But you'll not be surprised to learn that you have to stock up on plenty of lives before taking on this monster.



Going the wrong way down a conveyor belt is bad news.



In space, everyone can see you getting flattened by those squishing pistons.

That's not a particularly impressive score there, Glover. Have you been messing around with the cheats again?

CHEATS

You might notice that pressing certain buttons when the game is paused produces squawking and burping noises. This is part of *Glover's* comprehensive in-game cheat system, which allows you to completely ruin the fun and finish all the worlds with a minimum of effort – if it's all proving too much for you. Want to know what the codes are? Well there's.. bzzt... hello, are you still there... hiss... you're breaking up... bzzzt...

TRAMPOLINE
Normally the last thing you'd want to do is get Glover to stand on the ball on dry land – it's bad enough in the water. But if you climb on top and hold down the jump button it's possible to bounce up to previously inaccessible areas to collect hidden Garibs and spells.





Hey! That chicken stole our ball. Red card ref, surely?

Watch where this horrible thing shoots the crystal.

That's going to be a huge electricity bill, Frank.

Pirate town, filled with salty sea-dogs. Arrr Jim Lad.

Over the moving barrels to collect the extra Garibs.

Fearsome maze action. Only 20 seconds left.

Oh dear. Glover has lost his ball down the hole. It's not golf.

Rolling snowballs into the dinosaur might just work.

It's difficult to classify *Glover*. On the surface, it looks like a traditional 3D platform game, with the usual range of moves, murky graphics, and the obligatory wobbly camera system. In fact, were it not for the happiest piece of glove/ball interfacing we've ever had the pleasure of rolling into, this review might well have turned into a sub-*Gex* pasting of the highest order.

The idea behind *Glover* sounds simple enough – manoeuvre your bouncy ball to the end of each level without damaging it or losing it down a bottomless pit.

However, the amount of control you have over the ball, and the expertise needed to finish even the simpler levels, is where the game climbs head and shoulders above unimaginative dross like *Gex*.

Grab the ball with the disturbing thumbless glove, and you have a bewildering range of abilities at your disposal. The most basic of these is simply rolling the ball around, a task for which the analogue stick is the ideal control device. Pretty soon, though, you'll come up against an obstacle that you can't roll around (a flight of stairs, for example), so you'll have to tap B to get the ball bouncing. Once the ball is in the air, the control system changes slightly – holding B freezes the ball/glove combo in mid air, ready to line up a throw and tapping Z drops you back down to the ground if you change your mind. The A button is used to slap the ball (harder and lower than throwing it) and, by using different combinations of these four basic moves, you can get the ball over and around some pretty improbable hazards – if you're good enough.

For the first few hours of play, you'll only be able to achieve most of *Glover's* moves through persistence rather than skill. If you can't seem to bounce the ball across that gap or throw it up onto a high ledge, then repeating the same action again and again will eventually get you the right angle or the right bounce. It's frustrating, not least because you usually know *exactly* what needs to be done, but are continually thwarted by the very demanding control system.

MASTERY ***...the amount of control you have over the ball, and the expertise needed to finish even the simpler levels, is where Glover climbs head and shoulders above dross like Gex.***

Visually, the game is nice enough, even if it's hardly *Banjo-Kazooie* – the ball is convincingly spherical though, which might explain what happened to a lot of the polygons that would otherwise have been used on the rest of the game. The graphics do get a lot better the further you progress into the game, although it's never quite free from heavy fogging and blurriness.

Occasionally there's some dubious collision detection in there as well. It certainly doesn't ruin the game, but you'll soon notice that sometimes the glove will appear to bounce off walls, particularly sloping ones, before it actually collides with them. When you're bouncing the ball

Garibaldi



Each level has a set number of Garibs (otherwise known as playing cards) placed in open space and in tricky hidden areas. If you collect them quickly, you're awarded more points for them and, if you use the ball to collect them, you get a handy 2x points multiplier. Using the crystal to collect them will increase the multiplier to 4x but it's almost guaranteed to end in tears when you bump it into a wall a little too hard and it shatters into a thousand pieces. If you collect every single Garib on all three main levels in a world you can access a bonus level where big points can be earned.

△ *500 is the maxed-out Garib score.*

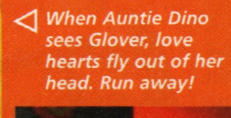
◁ *The bonus games are a Garib collector's dream.*



◁ *If you chuck the ball to the next island, and miss, it will shatter.*



Excellent. A beach ball. But you won't find any nice young ladies in bikinis around here. ▷



◁ *When Auntie Dino sees Glover, love hearts fly out of her head. Run away!*



▽ *How on earth is Glover going to get the ball over those deadly spikes?*



around, it's too fast to see if the same thing is preventing you from throwing it up onto a difficult platform, but it doesn't exactly inspire confidence in the game's mechanics.

Fortunately, it doesn't happen often enough to ruin the game, and *Glover* is good enough to make you come back to the console shortly after you switched it off in disbelief at the outrageous difficulty level of some of the later puzzles. Once you manage to pull off your first flashy little manoeuvre, you'll want to practice until you can repeat it at will to show your friends because, unless they've spent a few days with the game, they'll have absolutely no idea how you did it. And that's a *very* good feeling.

Glover is so tricky to get into, you might get fed up of repeated failures long before the control system ever becomes second nature. But if you're after something a little bit out of the ordinary, and you don't mind putting up with a few annoying quirks here and there, it's recommended as a unique experience.

MARTIN KITTS

7 VISUALS
The later levels are much nicer looking than the earlier ones, but still a bit foggy.

7 SOUNDS
The tacky muzak is actually quite catchy. Tim was whistling along to it anyway.

7 MASTERY
It's certainly different, but technically it's somewhat behind the times.

8 LIFESPAN
The time trial mode will add plenty of interest long after the last boss has been beaten.

VERDICT
Very original, very difficult, and ultimately very rewarding – if you've got the patience.

83%

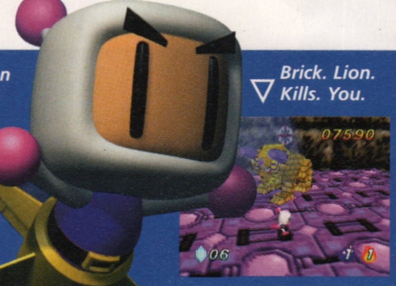
PREVIOUSLY IN N64 We reviewed *Bomberman Hero* on its Japanese release in N64/17.







The old Lion made from brick. Watch out for those bombs he's firing towards you.



Brick. Lion. Kills. You.

BOMBERMAN HERO

Bomberman Hero			
NINTENDO			
23rd October	64M	Cartridge back-up	1 Rumble Pak
	~~Controller Pak XX PAGES~~		
£40			

From Zero to Hero...

This is a strange one. A *Bomberman* game that, a) *doesn't* have a multiplayer game, b) grants Bomberman the ability to jump, and c) is a 3D game that doesn't allow you to move freely or even have a 3D camera. There's something amiss, you'd rightly ponder.

Hero, though, isn't quite as dull as *Bomberman 64* which was so empty it could have come free with a kilo weight of tumbleweed. The lack of a bomb-laying deathmatch means Hudson have had to concentrate their 'skills' into the single-player game and the result of their combined efforts is what you see around you: a colourful, diverting platformer, but one that seems to herald from a completely different era to *Mario 64*. Or *Banjo*. Or even *Goemon*.

The game is split into five worlds which, in turn, are divided into three sections each and then between three and five sub-levels. Each sub-level lasts about as long as it takes to switch from Banjo to Kazooie, so don't expect long, sweaty, skill-heavy missions. *Hero* is full of quick-fire sections where, sometimes, you only have to perform a single task to complete your level objective and progress. However, it's bolstered up with big bosses – mechanical chickens, disturbing clowns, eagles made from bricks and catwomen with whips – and a variety of sub-games, with the multi-faceted B-man able to fly, dive, jet ski, snowboard and bounce about on that green rabbit from the SNES games.

And the action certainly comes thick and fast, with some sections even suffering from slowdown due to the amount, and size of, the enemy attacks. The environments also change quite rapidly, with *Bomberman's* range of 'weapons', including fire, salt and ice bombs and detonators, tied in to each. His ability to jump also allows the game, strangely enough, more of a degree of freedom than its predecessor, despite the fact that you can never whizz the camera

The disturbing, one-eyed spider. Watch as he fires a string of blue laser into your direction. Nasty.



VISUALS 5
Good enough but never stretching the machine.



SOUNDS 7
Japanese techno beats of the nicest variety.

MASTERY 4
Plenty of pop-up and slowdown and a flawed camera.

LIFESPAN 6
The levels are a little bitty, but there's plenty of them.

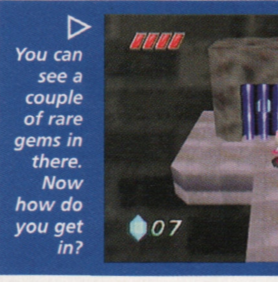
VERDICT
It's nothing special but it's good enough to keep you at it. Quirky, happy and above average.



66%

Bomberman legs it about a board of PlayStation symbols.

Snow skis out and ready for action.



You can see a couple of rare gems in there. Now how do you get in?





Mad clown man spurts forth his lasers. Timing those jumps, as you run, is the hardest bit.



Looks a fairly standard jump, eh? Well, yes. Sort of. But, if you fall in, you'll be dragged away to doom.

Fly above the castle and drop bombs on to your enemies below. They'll kill you off otherwise.

round the full 360°. In the first N64 *Bomberman* game, you couldn't reach any raised platforms *at all*. Now, if there are raised sections, you can leap up and carry on your quest valiantly. The camera restrictions means you won't ever enjoy 3D adventuring of the kind you'll find in *Mario* or *Banjo* but the sheer amount of extra leapage signals a refreshing change in direction.

Despite this, though, *Hero* has some annoying niggles. For starters, the game seems to work on just the single difficulty level, meaning the end sections are just as easy as the beginning. Also, enemies appear to regenerate on top of you quite a lot of the time which leads to some untimely, and frustrating, deaths. And, in the 'unique' camera, Hudson have a system with as many faults as positives. It's definitely a problem when you can't see behind certain buildings, even though you're expected to walk behind them and collect crystals, and it's even more of a hindrance during sections where you have to run *into* the camera and then either fall off an unexpected edge, or knock into a suddenly-just-there nasty.

But, *Hero* is a decent enough experience. It doesn't tax you enough or display anything approaching invention (bits are nicked left, right and centre from the likes of *Mario*, *Lylat Wars* and *Mario Kart*) but there's a jolly, enjoyable streak to its simplistic style. And, most importantly, it appears to have survived the demise of its renowned multiplayer mode without too much of a problem. Nope, it's not brilliant and it's *definitely* not Banjo. But, then again, you were probably well aware of that already, weren't you?

TIM WEAVER









Slippety-slidey ice world. You will slip and slide.



Big fat flying boss. The propeller on your head keeps you airborne.

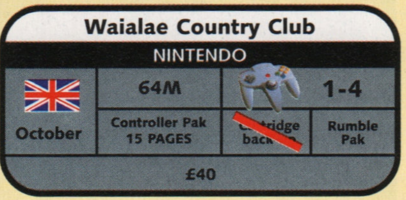
We had a few problems with him but we think you need to get above him.

Explosions aplenty as you deal with the robot bird.

PREVIOUSLY IN N64 *Waialae* got a sound shoeing in **N64**/20. It deserved it.

WAIALAE COUNTRY CLUB

Hula girls, beautiful weather, palm trees and tawdry old golf...



Waialae Country Club			
NINTENDO			
(UK flag)	64M		1-4
October	Controller Pak 15 PAGES	Cartridge back	Rumble Pak
£40			

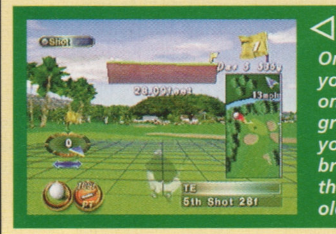
Yes, yes, *yes*. We reviewed this in last month's N64 but, with *Waialae Country Club* about to enter your local EB on PAL, we thought it best to update you. Or, at least, ward you off.

Let us explain. T&E Soft develop a golf game based around the course at the Augusta Masters and release it in Japan. Nintendo then tell them that, if they completely redesign the courses to take in the more attractive Waialae course in Hawaii, they'll release the game in America. All fine. With one slight problem that Nintendo should, perhaps, have foreseen. The courses may have been redesigned but the gameplay remains the same: tatty, ancient and dull.

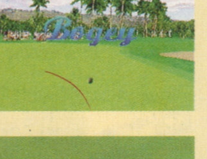
It looks awful, for a start, with the digitised golfers bringing back memories of *Pit Fighter*. And its ugliness doesn't stop there. The 2D crowd are laughable and the shabby graphics often make playing shots needlessly difficult. But, more than that, it's just so stale to play. The holes appear to merge into one – green and a bit of blue sky – and the difficulty curve is stagnant, set somewhere around the 'mostly easy' mark. And, of course, the quality of the course design makes a golf game. And the quality here is non-existent.

Don't buy this. Wait, instead, for *PGA* or *Actua Golf*...

TIM WEAVER



Once you're on the green, you can bring up the age-old grid.





18 yards, eh? Not great, is it? Still, be thankful for small mercies. You're on the green. Phew.



3 VISUALS
Terrible.

3 SOUNDS
The leprosy of commentators.



1 MASTERY
In no way, shape or form.

5 LIFESPAN
If you pretend the faults don't matter, you might see it through to the 18th hole.

VERDICT
Waialae doesn't improve on *Augusta Masters*. It's just got new courses that are equally as bad.



49%

PREVIOUSLY IN N64 We skidded our way through the Japanese version back in issue 14.

WHASSAT?
Everybody's got their own ideas about exactly what Mario and friends are saying in their N64 games, but *1080°* sets new standards in incomprehensible speech with its skate-metal title song. We reckon the first line is definitely "lick me, lick me, 'cause I ain't no freak," but the rest of it is beyond us. Any suggestions would be more than welcome.






△ *If you want a decent top speed, combined with the all-important ability to survive a crash into a wall at 100mph, Rob's the man.*

△ *Get on an incline and the screen tilts. Disturbing.*

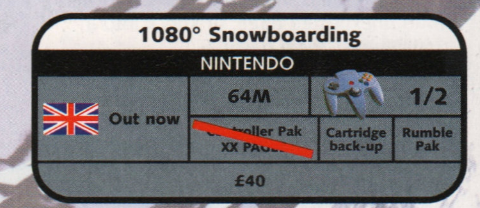
Subtle shifts of the analogue stick are the key to easing boarders around gentle corners. It's all gone horribly wrong here. ▷

△ *Ricky Winterborn's the best player for contest mode – he's the King of Stunts.*

1080° SNOWBO

N64 MAGAZINE STAR GAME

Strap a plank to your feet and fall down the side of a mountain. Just make sure you radio for the air ambulance first.



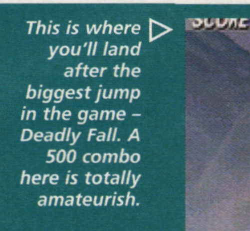
1080° Snowboarding			
NINTENDO			
Out now	64M	1/2	
	troller Pak XX PAG	Cartridge back-up	Rumble Pak
£40			

With the Japanese version having been available for well over six months now, and the Australian PAL conversion proving to be a hugely popular import, there are probably a good deal fewer potential N64 snowboarders out there now, than Nintendo of Europe would have liked.

Anyway, the wait is now over, Nintendo having deemed that with summer out of the way, we fickle Brits are finally ready for a winter sports game. Of course, it's no closer to snowing now than it was back in April, but that's not important. What really matters is that everyone can get the chance to see just what an outstanding racer *1080° Snowboarding* is, before Japan and America get hold of the sequel.

LAMAR

The trouble with stunts



This is where you'll land after the biggest jump in the game – Deadly Fall. A 500 combo here is totally amateurish.



Riding the rail is all about showing off for the ladies. Look at me! I'm... (crunch).





Jump through the burning ring o' fire, then make a horrible mess of the landing.

That's a respectable top score for the Air Make course but it's hardly spectacular.

The full 1080°. The most outrageously difficult move in a computer game?

There's no place for your fancy *Snowboard Kids*, gravity-defying magic stunt action here. *1080°* takes itself very seriously indeed, and if a stunt isn't feasible in real life, you can't attempt it in the game. This means that you're restricted to spins and grabs, with only the Panda boarder able to perform a flip. What's more, the combo-based trick system is phenomenally difficult to get to grips with, and even if you do manage to pull off a 720° or better (the full 1080° is beyond the reach of all but the calmest and most persistent gamers), there's every chance you'll mess up the landing and lose all your hard earned points. Frustration, thy name is Trick Attack.

SECRET BOARDERS

There are three secret boarders tucked away, in addition to the five standard ones you start with. The first one you're likely to see is the stunt-crazy Panda boarder (highlight Rob, press Right-C while selecting), who you get once you've filled all the high score tables with your name. Next is the speedy Crystal boarder (highlight Akari, press Left-C while selecting), once you've beaten the game on expert mode, followed by, the even speedier, Gold boarder (highlight Kensuke, hold Top-C while selecting) for beating the game using Crystal.







ARDING

Match race

The one-player game is divided into three championships, with four, five, and six courses in each. The earlier courses are duplicated, but it's not a straight copy – the time of day and weather conditions vary to give a different look to each one, with blizzards and fog descending on the harder levels. Luckily, time trials all take place in the default conditions, so you won't be hampered by poor visibility when trying for that perfect clean run.



Expert is where it's at but all courses have a nicer look in Hard mode.

Nice pink sunset there. The sheep will be doubly frolicksome in the morning.

Crouch down to build up a bit of extra momentum.

GO! GO!

SECRET BOARD
If you can pull off every single stunt in the training mode (the list turns red once you've done them), you can race on the back of a large, flattened penguin by holding Down-C while selecting your board. The p-p-p-penguin board seems to have better stability and is easier to land than most of the normal ones, but you'll lose a little cool riding it.





Cutting corners

There are only six courses, but they've been meticulously designed by the team behind *Wave Race*, and are all superb time trial challenges with plenty of hidden shortcuts.

Crystal Lake

Championship time: 1'06"

The main difficulty you're going to have with this first course is landing after the big jump about a third of the way down the course. Pick yourself up, brush the snow off your £300 puffa jacket, and there's a nice shortcut to be had just past the hut on the right.





Tap forward after the start to get your board moving.

Way off the pace this time. Back to the top to try again.

Crystal Peak

Championship time: 1'32"

The quickest route here is found by jumping up to the ledges on the right. Stick to the right of the track all the way down and only the mogul section will prove problematic. The best way to deal with it is to switch to the zoomed out camera angle.



Attempting to ride up the side of the rock face isn't a good idea. This boarder is in for a headache.



Zoom out for the mogul section and you'll find it easier to judge the angles.



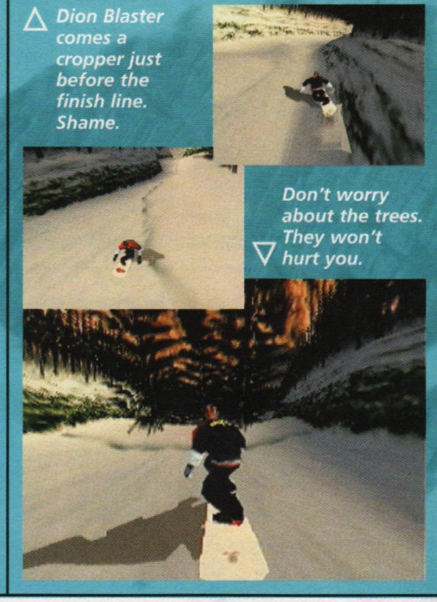
Taking the right hand path here cuts out a tricky bit of sheet ice cornering.

Golden Forest

Championship time: 1'25"

A pure racer's course, with only a few difficult hazards to slow you down. A clean run isn't guaranteed though, due to the unforgiving walls, high speed turns and sheet ice. There are two shortcuts through the trees – take the left hand route each time.





Dion Blaster comes a cropper just before the finish line. Shame.

Don't worry about the trees. They won't hurt you.

HOW TO... land (sometimes)



Building a healthy combo bonus here. Don't mess it up.

Ouch. Crashed and burned that time.

Hello Mum! Wave for the cameras by all means, but don't forget about the landing.

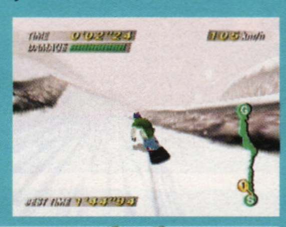
The single most difficult thing to master in *1080°* is landing. The trick is to angle your board to match the angle of the snow you're going to touch down on. But the game is so picky that it has to be an absolutely perfect match. Mess it up by even a fraction of a degree, particularly when trying to land on ice, and you'll take tumble after tumble after tumble, and your energy bar will only last about two-thirds of the way down the course. Tapping Z just before touching down should help smooth things out but often results in an even worse fall. It's pure frustration all the way until you realise that to land perfectly from many of the major jumps and ledges in the game, you don't actually have to move the joystick at all, as you're already in the ideal position. Sadly, that tip won't help in the slightest in Trick Attack. Sorry.

GHOST RIDER
Pressing Right-C when racing, or trick attacking against your ghost performance (which also appears in the second intro sequence), will make the transparent ghost completely disappear. But – spookily – you'll still be able to see its board trail weaving through the snow.

Mountain Village

Championship time: 1'42"

The most frustrating course of all. Getting down in one piece is no mean feat, and actually winning takes a superhuman effort. The only real shortcut is in the ice tunnel, where you should take the first split to the right and stay left after that. a A little bit nasty.



Hop up on the ridge to the left for a minor shortcut. There's a nasty jump coming up.





Stick to the left hand exit when you come out of the tunnel.



There's a huge jump at the exit there, with a tricky landing in a mogul patch.

Dragon Cave

Championship time: 1'39"

After the fantastic near-vertical drop, you're presented with six separate routes, over the high ridges or down on the piste below. We'd advise against dropping down, as you'll have to make too many risky jumps. Stay on the far left ridge, and jump through the tunnel.



The collision detection on this bridge is very dodgy indeed. Take it gently.



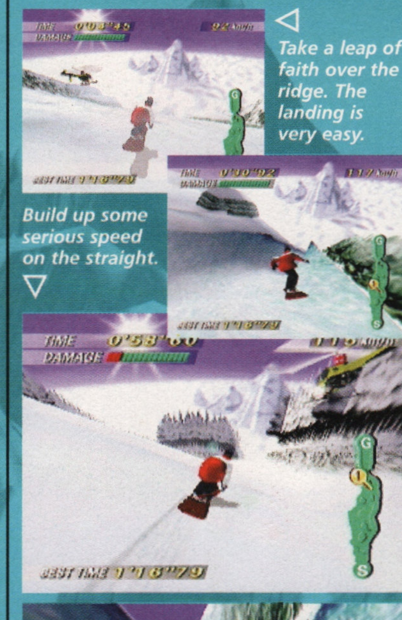


Looks like it just isn't Akari's day. Time to head back to those oh so gentle nursery slopes.

Deadly Fall

Championship time: 1'15"

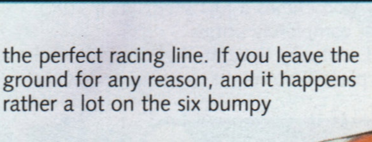
Nintendo saved the best 'til last with this fast, wide open course. The easiest way down is to follow the more gentle route to the left, but it's quicker, and in true boarder fashion, to skip over the ridge on the right and make a monster jump into the glacier half pipe.



Take a leap of faith over the ridge. The landing is very easy.

Build up some serious speed on the straight.





From the moment – a second or two after the announcer first yells "Go!" – your snappily attired snowboarder trips over a mogul and goes flying head first into a rock, you know that *1080°* is going to be a deliciously severe challenge for your gaming expertise.

This is a game you will *never* complete by simply muddling through and taking advantage of the odd lucky break. Your first few attempts, particularly on the evil Mountain Village course, will end in abject failure as your battered boarder collapses, twitching, into an invitingly soft snow drift, curls up into a snug little ball, and sinks into a coma. Make no mistake, *1080°* is not a game for beginners or people who don't like watching grungey teenagers suffer life-threatening injuries.

LIFESPAN *This is a game you will never complete by simply muddling through.*

If you're an expert at *Wave Race*, you'll have a head start with *1080°*, as the control system is very similar, albeit a lot less forgiving. The boards respond instantly to the slightest twitch of the analogue stick, using gentle diagonal tweaks to flip the back end out and drag you through the perfect racing line. If you leave the ground for any reason, and it happens rather a lot on the six bumpy courses, you only get a split second to adjust the pitch of your board to the surface you're about to land on. Get it right and you'll slide happily along, just as if you'd judged the swell perfectly in *Wave Race*.





GO! GO!

Contest mode

The Contest mode is a combination of trick and time challenges. Crystal Lake, Crystal Peak and Golden Forest make up the racing section, with flags to add extra time and stunt combos adding extra points, and they are divided up by pure trick challenges on the Air Make and Half Pipe stunt arenas. The object of the game is to get the highest cumulative points score over the five courses, so a cop out zero on Air Make simply won't do. It's a brilliant addition to the main game, and getting a decent score in all five consecutive events is an epic feat. We reckon a total of 100,000 or over is respectable, with man/boy separation beginning at around the 140,000 point mark.





△ Grabs are fine, but combine them with a spin or two for a combo bonus.

△ You can even pull off spins on flat ground, so use every opportunity to grab a quick 360°+180° combo.



△ You can easily rack up a score of more than 25,000 in the half pipe alone with a few 5,000+ bonuses.



VISUALS 8
Looks as smooth and chilly as the real thing, but what went wrong with the two-player mode?

SOUNDS 8
Perfect sound effects, but the music is a matter of personal taste (or not).

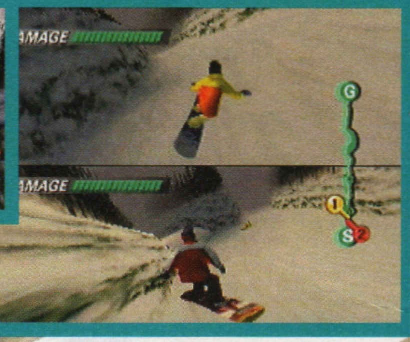
MASTERY 8
The control system feels perfect, and the courses are expertly designed.

LIFESPAN 9
If you ever come close to truly mastering it, you'll have been playing for months.

VERDICT
If you class yourself as a 'hardcore' gamer, this is one you simply *must* play.







△ Landing on ice is guaranteed to hurt. Call the doctor, now!

Lens flare is used to spectacular effect. The light-sourced graphics are superb. ▽



Get it wrong and you'll either stumble and slow down (if you're lucky), or you'll wind up in a heap with your energy bar a few notches closer to an untimely demise.

Pulling off stunts is teeth-grindingly difficult too, since all the best ones involve making several 360° spins on the pad and pressing the R or B buttons to link them together, while simultaneously keeping control of the angle of your board so you don't take a tumble when you hit the floor. Sometimes it just seems as if *1080°* is being completely unfair.

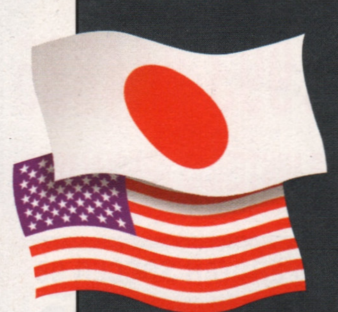
Eventually though, it all starts to click into place. You might never quite get the knack of pulling off perfect stunts every time, but you will be able to beat our Championship times and thrash the computer on expert mode by making it down to the bottom of every course, more or less unscathed. The first time you complete a course without crashing once, you'll forgive the game for all the times it made you want to throw your N64 out of the window, because *1080°* is a very rewarding experience once you've settled into it.

VISUALS ...the characters' baggy clothes ripple in the breeze when they catch some air.

Another reason to forgive, is because of the stunning graphics, which are to snow what *Wave Race* is to water. Go through deep drifts and your boarder sinks in up to his knees, disappearing behind a blinding spray of powder. Skid over a frozen river and he leans hard to fight for control, kicking up shards of ice from the rattling board. The various courses are as smooth and pristine as you'd expect the real thing to look, and the characters' baggy clothes ripple in the breeze when they catch some air. It looks utterly convincing. Unfortunately, two-player mode is a graphical mess by comparison, losing a huge amount of detail including trees and whole chunks of landscape, and introducing a real *Buck Bumble* of an impenetrable fog bank.

But *1080°* isn't really suited to two-player action, as a single bad fall will completely ruin any chance of winning against a half decent player. Not to mention the annoying collision detection, which results in a stumble and loss of energy whenever you stray anywhere near your opponent. As a one-player game though, it's outstanding. Even the fact that you only get to race against one computer boarder at a time isn't a handicap, as most of the best action happens in the Time Attack and Contest modes. The opportunities to shave fractions of a second off your best times or add an extra hundred or two to your top score are endless, and the *1080°* cart will be as regular a fixture in your N64 as *Wave Race* ever was. Just as long as you don't mind it stabbing you in the back every once in a while just when you think you've finally mastered it.

MARTIN KITTS



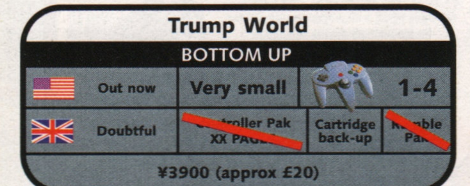
The games reviewed from this page forward are so far only on release in Japan or America. Because N64 is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA



TRUMP

It's an Alice in Wonderland card game. Oh what joy.



Trump World			
BOTTOM UP			
Out now	Very small		1-4
Doubtful	~~Controller Pak XX PAGES~~	Cartridge back-up	~~Rumble Pak~~
¥3900 (approx £20)			

There aren't many N64 games that are based around card games. *Banjo-Kazooie* had a few bonus sections here and there, granted, but you'd hardly expect Rare to trot out *Diddy Kong Snap*. And yet, Bottom Up have chosen to do almost exactly that, except the game's central theme is – of all things – the story of Alice's Adventures in Wonderland. And we will now attempt to explain why this is the worst idea for a game since the last obscure Japanese offering.

The idea behind *Trump World* is so pitifully simple that it was seemingly devised by untrained monkeys lurking somewhere deep in Bottom Up's basement.



△ Cute. Fluffy. Very badly drawn indeed.

This game came free with Windows 3.1. ▷

As each chapter of the story unfolds, a group of characters attempt to obstruct progress in the only way they know how... via a jolly game of cards (see the box below). And that's about it. Every new level brings forth another set of friends eager to prove their card-playing prowess, and several more rounds of monotonous card-jousting.

Part of *Trump World*'s problem is the complete lack of a difficulty curve. If, like us, you've always found yourself being repeatedly humiliated whenever a deck of cards is present, *Trump World* will offer

Nice to see you, to see you...

Trump World is a very, very dull game, and the prospect of sitting down and playing it was enough to bring tears to our eyes. It's our duty, then, to explain fully the tedium that *Trump World* has on offer by taking you through one of the, so-called, 'levels'. It's probably best if you read this over the course of an hour or two, in order to fully appreciate the general pace of the game.



A relaxing and enjoyable game of "matching pairs", against a rabbit, another rabbit and... Er, a girl we think, but we're not sure. It matters not.



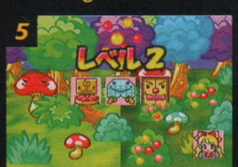
Immediate humiliation. As none of the cards had been revealed, we were bound to suffer a vicious hammer attack – of course. And the other players are loving it!



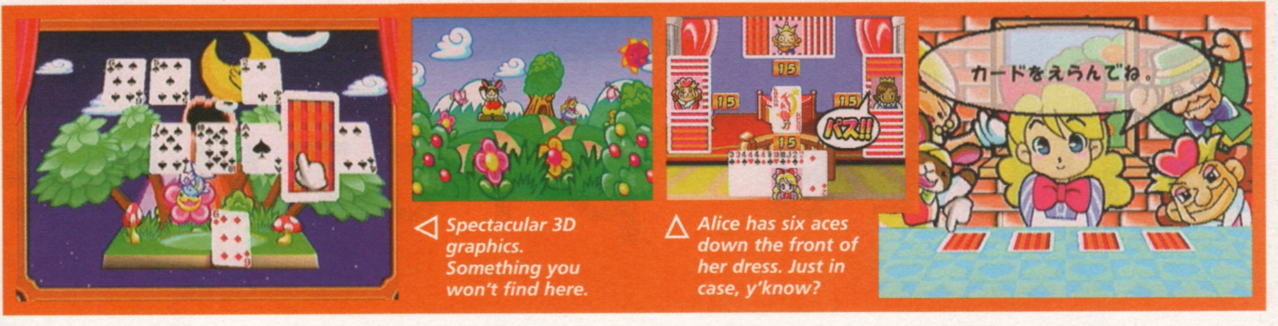
Swift redemption. And only one of the other players has scored, the dunces. Matching Pairs is one of the 'simpler' games to win but we still enjoyed our triumph.



Victory is ours! After a not so sneaky amount of cheating, where we wrote down where all the cards were on a piece of paper, we've taken the spoils.



So what's our prize? A car? A holiday? A lifetime's subscription to **N64**. *Not exactly, just another round of exactly the same game. Thanks, but no thanks.*



◁ Spectacular 3D graphics. Something you won't find here.

△ Alice has six aces down the front of her dress. Just in case, y'know?

WORLD

you that self-same experience many times over. Card sharks are scuppered too, because any attempt to read the poker face of a chair, or a mouse, is ultimately destined to fail miserably.

The single game mode saves *Trump World* a smidgen. After selecting the card game of your choice – cribbage, or whatever takes your fancy – and adjusting a bewildering range of options, you can rope-in up to three of your friends for a game. This does enable you to skip over the mind-numbing tedium of the story mode, although it also removes the need for it altogether, as it acts as a 'select-all-levels-before-you've-even-played-the-game' mode too.



Curiously, several of the games on offer seem to have been lifted straight from other cartridges, and the way that they're completely different from the rest of the game's style will turn you dizzy. Select poker, for example, and you're immediately confronted with a simplified, fruit-machine version of the game, in full English. Bizarre, and strangely frightening.

And that's about it. The visuals of the cut-scenes adopt a colourful pop-up story book look that's like *Yoshi's Story*, which, when coupled with the ever-so-cute, plinkety-plonk piano tunes, actually works quite well. But they're only used as a backdrop to the main level, where you'll have to make do with – predictably – a lot of pictures of playing cards.

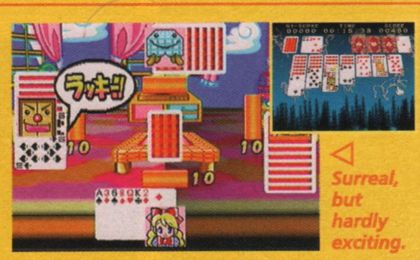
Good game, good game

To be fair to *Trump World*, it does have a wide variety of different card games on offer in the 'single game' mode. Most of them are absolute rubbish, though, falling far short of the social interaction provided by a group of friends and real cards. *Trump World* does have some games worth highlighting, however. Actually, there's only two worth mentioning.



This is a version of snap and, although it's not one that we ever came across during our turbulent youths, it's a lot of fun all the same. The object, which is difficult to describe, is to place any cards you have, that are one number above or below any of the centre cards, on to that centre card. Argh! Well, it's great anyway, because both players are trying to place their cards first, and it turns into a frantic race where you're not quite sure what's going on. We haven't made this sound very good at all, have we.

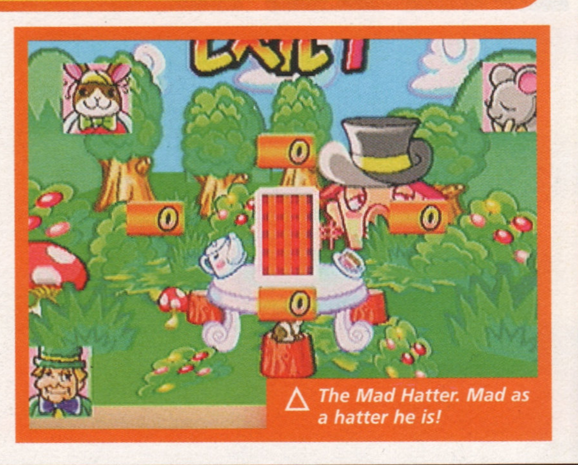
A soothing rendition of Blackjack, or '21'. Bet a certain amount of money (the computer places a maximum limit in order not to encourage excessive gambling, bless), and then try and get as close to 21 as possible by being dealt one card at a time. You're against the computer, and the fact that it's completely faceless, gave us the feeling that we were betting against a dark, mysterious card shark. Probably.



◁ Surreal, but hardly exciting.

There are some redeeming features. There's an odd sense of satisfaction at trouncing the computer opponents, if only because to get that far requires a joypad-smashing number of failed attempts. Also, two of the individual card games are vaguely exciting (see Good Game, Good Game). But, ultimately, *Trump World* is just a very expensive pack of playing cards with a talking chair thrown in! Take it away, dealer!

MARK GREEN



△ The Mad Hatter. Mad as a hatter he is!

THROUGH THE LOOKING GLASS

Many of the characters in *Trump World* come as no surprise, bearing in mind the Alice in Wonderland theme; the Mad Hatter and the Dormouse crop up, for example. But there are also characters that verge on the ridiculous. In the first level you are challenged to a game of 'Scabby Queen' by a



table, a chair and a door – the chair laughs like Popeye, and the door is the grumpiest wooden fixture you're ever likely to see, (or cross cards with). The game tries to make you lose by playing with your mind... Spooky.



ACCESSIBILITY

Mountains of Japanese text, but the card games are so familiar that you needn't fret.

3 VISUALS

A load of cards but the pop-up story book bits aren't too bad.

2 SOUNDS

Repetitive tunes and irritating screams from the other players.

1 MASTERY

Who'd have thought the N64 could manage card games?

3 LIFESPAN

The range of games and the multiplayer mode rescue it.

VERDICT

Repetitive and almost impossibly difficult. This is for card game freaks and Alice in Wonderland fans only.



The whole picture





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Are you the best at



How it works

- There are ten league categories to enter – one for each of the nine levels in Banjo, plus one for your overall time.
- You can enter as many or as few of the leagues as you wish and you can enter as many times as you like.
- All your entry times must be better than the 'Qualifying' times displayed below.
- For each league you enter, you must prove the time that you're entering – see the Prove It box below.
- The best 20 times for each league, received by the 30th of October will be printed in issue 23 of N64 Magazine.
- The people at position 1 in these leagues will win the prizes listed below. The more leagues you win, the more cash you get.

BANJO-KAZOOIE™

It's the best game of the summer, but have you got what it takes to be Britain's best *Banjo* player?

Congratulations, you've bought the best game of the summer and, by now, you've probably collected all 900 notes, 100 jigsaws and pasted Gruntilda into the ground. All over then? Far from it.

Finishing the game probably put you in a good mood. It probably made you feel like the king gamesplayer in your house. But how good are you really? Can you measure up to the best bear baiters in the country or even the World? There's only one way to find out.

Because one low-key but brilliant inclusion by Rare is the game's clock. Not only does this monitor how long you've been playing the game, it also tells you the amount of time spent in each level. So what? Well, it's the perfect opportunity for some I'm the Best-style fastest time duelling.

Over the next three pages, we've divided *Banjo* down into its component levels and set a pace time to beat. There aren't any prizes for beating these times, they're just to give you an idea of what to aim for, but there are prizes for the fastest times. Just like our *Mario Kart* competition back in the early issues of **N64**, we'll be ranking all your times for each of the levels and handing out prizes to the league winners. What's more, there'll be a grand prize for the fastest overall time.

Reckon you're up to the challenge, then? Fancy earning some money just for playing a brilliant game, seeing your name in print and receiving the unconditional admiration of your friends, lovers and relatives? You'd better get practising, then.

HOW TO... PROVE YOUR TIMES

1) Complete your level, collecting all 100 notes, 10 jigsaws and two pieces of honeycomb. As soon as you've collected the last of these, press Start.
2) The Pause screen shows the game clock, use the analogue to move to the timer screen and the level that you want to record.
3) You can record your score in one of three ways: Game Boy Pocket Camera, normal camera, or video.



Pocket Camera

1) Take a picture of the screen with the camera. Be sure to include the level's name as well as the score and make sure that everything is legible.
2) Print out the picture on the Game Boy printer.
3) Send the results to us.

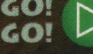


Normal Camera

1) Fit a fast film (200 ASA or faster) and cover up/turn off the camera's flash. (It will reflect off the screen.)
2) Darken the room with your TV in it.
3) Point the camera at the screen and click away.
4) Develop your film.
5) Send it to us.

Video

1) Take the lead that connects your N64 to the telly and plug it in to the 'Signal In' socket on your video.
2) Connect the 'Signal Out' socket on your video to the TV and turn both of them on.
3) Switch your TV to the video channel and switch on your N64 with a game plugged in.
4) Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5) Get to the appropriate screen in *Banjo-Kazooie*.
6) Pop in a tape and press 'Record'. Press 'Stop' after five seconds or so.
7) Repeat steps five and six according to the number of leagues you are intending to enter.
8) Rewind the tape to the beginning of your evidence (so we can see your score quickly and easily).
9) Send your video to us.

GO! GO!


MUMBO'S MOUNTAIN

Requirements: *100 notes, 10 jigsaws, 2 honeycombs*

Qualifying time: 0:18:00

It's an easy level and the qualifying time shouldn't pose too much of a problem. Several people have already claimed to have done the level in almost half the time, but we haven't seen the proof yet.

WIN £30 CASH!



TREASURE TROVE COVE

Requirements: *100 notes, 10 jigsaws, 2 honeycombs*

Qualifying time: 0:22:00

A bigger level means more running around which means a longer qualifying time. Captain Blubber's jigsaw is probably the most time-consuming to collect but none of the ten pose any serious problems.

WIN £30 CASH!



CLANKER'S CAVERN

Requirements: *100 notes, 10 jigsaws, 2 honeycombs*

Qualifying time: 0:28:00

Ah! All that swimming and it's sooo slooooow! The key to a fast time here will be to think of a good order to collect your jigsaws so that you can avoid too much back-tracking.

WIN £30 CASH!



BUBBLEGLOOP SWAMP

Requirements: *100 notes, 10 jigsaws, 2 honeycombs*

Qualifying time: 0:35:00

The jigsaw hidden high after the series of pillars will probably take longest to collect, but overall fast times are tricky in the swamp, anyway. With the added complication of death by piranha, it's the first of the harder levels.





GOBI'S VALLEY

Requirements: *100 notes, 10 jigsaws, 2 honeycombs*

Qualifying time: 0:30:00

Gobi's Valley is a pretty easy level, no? Even with all the flying involved there's no excuse for losing a life here. Even so, because the jigsaws are so far apart, a fast time will take a bit of planning.





FREEZEEZY PEAK

Requirements: *100 notes, 10 jigsaws, 2 honeycombs*

Qualifying time: 0:28:00

One of the levels to be complicated by a visit to Mumbo the Shamen. Once the snowball-throwing snowmen have been eliminated, you can scoot around the level collecting jigsaws pretty quickly.





MAD MONSTER MANSION

Requirements: 100 notes, 10 jigsaws, 2 honeycombs

Qualifying time: 0:28:00

Sorting out which puzzle to do in which order is the key to success here, especially as another trip to Mumbo the Shamen is necessary to get the pieces of jigsaw hidden in the toilet and the water butt.



RUSTY BUCKET BAY

Requirements: 100 notes, 10 jigsaws, 2 honeycombs

Qualifying time: 0:35:00

It's almost certainly a good idea to do the propeller jigsaw first – it's the one most likely to kill you if you get things wrong. Rusty Bucket Bay is almost, but not quite, the hardest level in the game.

WIN £50 CASH!



CLICK CLOCK WOOD

Requirements: 100 notes, 10 jigsaws, 2 honeycombs

Qualifying time: 0:50:00

All that travelling between levels means Click Clock Wood is never going to be a speedy prospect. It might be an idea to write down which order you're going to do things in before you start.

WIN £50 CASH!



TOTAL GAME TIME

WIN £100 CASH!

Requirements: 900 notes, 100 jigsaws

Qualifying time: 5:30:00

There's no doubt that playing for a fast *Banjo* time is one of the hardest game challenges we've ever set here at **N64** Magazine. There's no room for mistakes along the way, and just to record one attempt is going to take you the best part of a day's play. If you really want to prove your prowess, this is the event you've got to compete in. Good luck!



TIMETABLE

Any entries we receive in time for the next issue (**N64**/22) will be printed in there. The final closing date for all entries is 30th October. Final league tables and winning names will be printed in issue 23, on sale on the 26th of November.

Cut out and send

I'm the best at Banjo-Kazooie™

I am, you know. Look I've achieved these times in the following leagues:

MUMBO'S MOUNTAIN	TREASURE TROVE COVE	CLANKER'S CAVERN	BUBBLEGLOOP SWAMP	GOBI'S VALLEY

FREEZEEZY PEAK	MAD MONSTER MANSION	RUSTY BUCKET BAY	CLICK CLOCK WOOD	TOTAL GAME TIME

My name is ....

and you can send my prizes to ....

...and I've included photographic ☐, video ☐ or Game Boy Camera ☐ proof for each entry.

Tick as applicable

PREVIOUSLY IN N64 We reviewed *ISS '98* in issue 20 where it scored 92%.



There's actually a great deal more to *ISS '98* than first meets the eye, as explained in our review of the feisty footballing frenzy in N64/20. Indeed, finding those new moves and extra skills often means the difference between defeat and victory. Soooooo...

Rather than tell you the ins and outs of the game – part of the fun of playing is, after all, discovering *ISS '98* for yourself – we've, instead, set you 15 challenges, each making use of a different part of your footballing repertoire. This isn't going to run in the mag; it's purely for fun and, obviously, the satisfaction of completing a set of tasks which **N64** sweated to overcome themselves, is going to be the sweetest part.

But, don't expect to waltz through these. They're going to require some skill, some thought, maybe even some luck. Take your place in the tunnel and enter the field of play...

HOW TO... become an ISS '98 champion

Football doesn't get much better. But, just how good *are* you at *ISS '98*?

by Tim Weaver



Rules

Right. The rules for each challenge are explained within the challenge boxout but there is just one thing extra for those looking for sneaky holes in the competition. Basically, for every challenge you have to ensure that: Your team a) is ONLY on the medium motivation rating (that's the not sad, not happy yellow face) unless otherwise stated, b) ALWAYS has 11 men, except for Challenge Five, and c) ALWAYS has medium ability goalies (3 out of 5). Nice.

Need to know

Before we start, how about a quick rundown of the skills you're going to need...

Pass

Simply direct the analogue stick towards the player you want to pass to and then press A. By keeping A pressed, your players will play a one-touch passing game, knocking the ball happily between each other. Pass can also happily be used as an alternative to the through ball.



Shoot

Once in, or around, the penalty area, press and hold B for perfect results. Maybe. Truth is, it's as simple as pie to shoot in *ISS '98* (just tap B whenever your players are near the ball) but scoring needs to be more accurate. So, direct the ball with the analogue stick.



Sliding tackle

The best tackle with the most reliable results, although it needs to be used with care in dangerous areas like the penalty box. By pressing Left-C, the player nearest the ball will slide in and attempt to scoop the ball out. When it works, it works beautifully. Mmm, yes.



Chip

When attacking, tap at Left-C to chip the ball forward. You can also use it to play a ball from fullback to fullback. It's wildly inaccurate if you're trying to pick out a particular forward, but if you've pacey strikers and a flat opposition defence, you can get in behind with ease.



Skills

Additionally, by rapidly tapping at Left-C you can keep the ball up with a mixture of knees, feet and chests. On the field of play, when you've got five Argentinian midfielders baying for your blood, it's not the most advisable of moves. But, it can actually fool them. Handy.



Sprinting

Sprinting has two key purposes: 1) By keeping it pressed, you can make space to play an important through ball or a pass, and 2) It gives you that extra *umph* when trying to get yourself room on the wing to cross the ball. Simply keep Bottom-C pressed for best results.



Feint

By tapping Bottom-C, you can also watch your player go through a series of 'funny spells' or, more accurately, a 'feint'. This involves stepping over the ball in an attempt to fool the oppositiion. But, while it looks dazzling, it tends not to have wayward defenders going the wrong way.



Through ball

The finest movement in *ISS '98*. Tap Top-C for instant results or hold for when players upfront have drifted offside. The through ball works best when you're run square as opponents will be drawn towards you leaving gaps further up the field for you to exploit.



One-two

Hard to pull off but brilliant when they work, you've got to actually position your players to get anything out of the one-two. So, when you collect the ball, make sure there's a team mate fairly close. Now tap Right-C and move the first player forward to collect the ball.



Foul (A&B)

Press A and B together for a sneaky push on an opposition player. With either Hasegawa or Heinz you'll most likely get away with it (though be wary in the penalty area), but with eagle-eye Carlos, you'll be walking before you can whistle sweet dixie. Good, but risky.



Curl (Z)

The most ingenious new part of *ISS '98* can give you spectacular banana shots. Simply hold down for the amount of bend you require. They're most useful when used in conjunction with set pieces and are also good for bending balls, cross-field, into the strikers.



Cross (Left C)

A super-handy way to ensure plenty of goalward pressure, simply pelt down the wings then, as soon as you're into the 'crossing zone' (i.e. further than the edge of the 18-yard box), press Left-C to loft a ball into the centre. Apply curl to bend away from the goalkeeper.

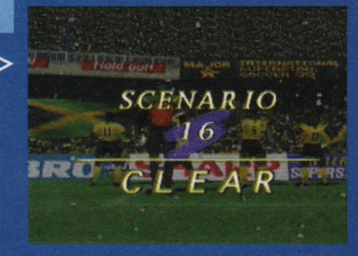




Challenge 1 Scenarios

Objective: Complete all 16 scenarios

Breakdown: Scenarios range from the ridiculously easy to the temper-frayingly ridiculous. For example, maintaining Denmark's 3-1 lead against Croatia, with just the ten men, is a fairly standard operation, while clawing back a 3-0 lead as Switzerland against the might of, er, Norway is considerably more difficult. Complete all 16 scenarios and prove it.



Aaaand so the last scenario leaves your life forever. Jamaica triumph against Mexico.

Just the confirmation you wanted.

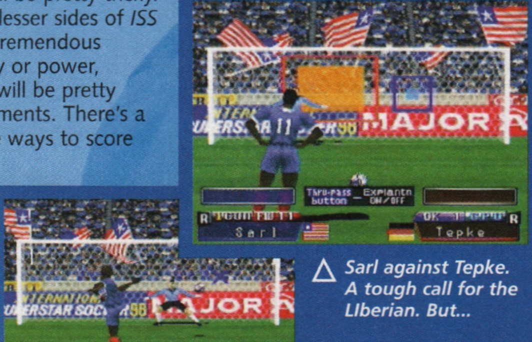


Difficulty rating ●●●●

Challenge 2 Penalties

Objective: Win a shootout with the CPU set to Level 5, playing as Liberia against Germany

Breakdown: This'll be pretty tricky. Liberia, one of the lesser sides of *ISS '98*, won't have a tremendous amount of accuracy or power, whereas Germany will be pretty handy in all departments. There's a number of sure-fire ways to score penalties: keep shots low, switch off your aiming square and use Z to curl the ball. It's still going to be hard, mind.



Sarl against Tepke. A tough call for the LIberian. But...

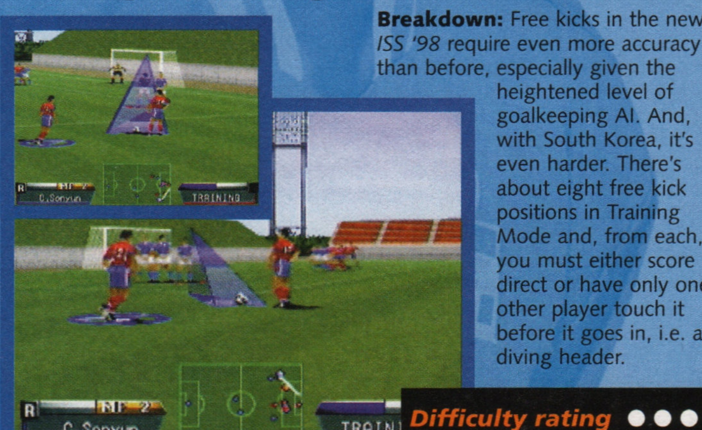
... with a clout of the ball he picks his spot to put them one-up.

Difficulty rating ●●●

Challenge 3 Free kicks

Objective: Score 10 consecutive free kicks in Training mode using South Korea

Breakdown: Free kicks in the new *ISS '98* require even more accuracy than before, especially given the heightened level of goalkeeping AI. And, with South Korea, it's even harder. There's about eight free kick positions in Training Mode and, from each, you must either score direct or have only one other player touch it before it goes in, i.e. a diving header.



Difficulty rating ●●●

Challenge 4 Beat Brazil

Objective: Beat Brazil on Level 5 difficulty, playing a 1-5-4 formation

Perhaps the only way to beat Brazil on Level 5.



Breakdown: This is, in no way, easy. Brazil, despite its failure to retain the World Cup this year, is still the team to beat and, on Level 5, they're pretty much untouchable. One man at the back means danger will flash every time they attack. Tips? Try making your midfield entirely defence-minded and position the whole group further back. Now kneel and pray.

Difficulty rating ●●●●●

Challenge 5 Battle of Britain

Objective: Play as England against Scotland, with nine men and 3-3-4

Breakdown: Okay, so, strictly speaking, you'd never have nine men from the start but, for the sake of argument, let's say you had two players sent off almost immediately. England against Scotland are always temper-strewn affairs, but you're going to have to play some quality passing football to get past a resolute Scottish defence. Oh, and watch the counters.



Strewth! That stinks of quality finishing. Shearer turns and heads for...

...The crowd. England are 1-0 up and heading for that all-important victory.

Difficulty rating ●●●

Challenge 6 Sliding tackles

Objective: *Play as Wales against Holland, with Referee Carlos, and only sliding tackles*

Breakdown: A careful challenge, more than a difficult one. Any decent *ISS '98* player should be able to beat Holland on default difficulty using whatever tactics they like. But tackling by only sliding, under the watchful eye of card specialist Carlos, means defending, especially inside the box, is a risky business. Remember, no foot-in tackles are allowed AT ALL.



Difficulty rating ●●

Challenge 7 The World Cup

Objective: *Win the World Cup playing as the United States*



The USA. Not the greatest World Cup side ever.

Breakdown: The US are one of *ISS 98's* middle-of-the-road teams. Fairly talented in defence (rating: 85) but severely lacking up front (rating: 65), it's going to require some consideration to see the Americans through to the last four, let alone the final. Obviously, try to bolster up the front line, or else scoring against world class defences is going to seem nigh-on impossible.

Difficulty rating ●●●●

Challenge 8 Luck of the draw

Objective: *Randomly select two sides on Level 5 difficulty*



Germany. The default teams on both sides. With a couple of taps of Start, though...

...We're looking at a tricky Holland/Brazil match-up. Mmm.

Breakdown: "This one could go either way" as Big Ron™ might say. Simply go to the Team Select screen and press Start to let the computer randomly select a side for you. Then, do the same for your opponent. The fact that it's on Level 5 will mean even the bad sides have some degree of skill on the ball. Though, if you get Brazil, it'll be laughing at the bank time.

Difficulty rating N/A

Challenge 9 Through ball

Objective: *Complete and win a match without using the through ball*

Breakdown: The through ball is an integral part of *ISS '98*, opening up defences with perfectly-timed, perfectly-weighted perfection. Without it, your forward-going options are severely limited. Your team's movement, then, has to be even more varied than ever, with the pass and chip buttons used almost the entire time. One-twos could also be an option as well.

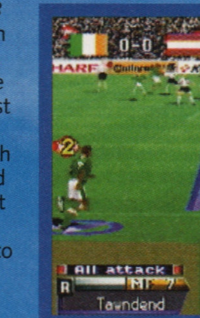


Difficulty rating ●●●

Challenge 10 Corners

Objective: *Score direct from a corner.*

Breakdown: With *ISS '98* now coming complete with added curl (simply hold Z), it's all-too-possible to score directly from a corner. Most goalkeepers, though, are pretty adept at dealing with high balls into the area and almost always have at least one man protecting the near post. So, you'll have to work out the best tactic to fox them. B for power, or C-Left for accuracy?



Swing it in, using the trusty curl that is Z...

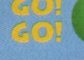
And this could so easily be happening.





Play it back to enjoy that bullet header again. The first of many.

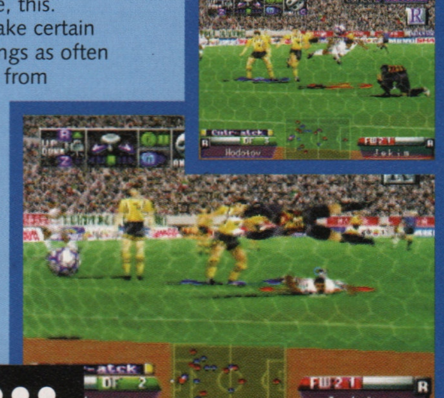
Difficulty rating ●●●


Challenge 11 Headers

***Objective:* Win a game of ISS '98 by scoring only headers**

Breakdown: A tricky one, this. Basically, you've got to make certain that you get down the wings as often as possible because, apart from corners and free kicks (which you can never rely on getting), crossing the ball into the box is the only way to achieve headed goals. Try to use Z to curl the ball and catch your midfielders as they power in.

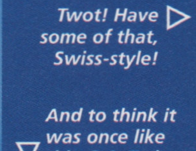


Difficulty rating ●●●

Challenge 12 Dribbling

***Objective:* Score a goal by dribbling it from the half way line, playing as Cameroon**





△ Oman Biyek starts his run from the middle of the pitch...

Breakdown: Cameroon aren't a particularly good side, which is why this challenge is made even harder. To stand a chance, you'll have to play your two strikers as deep as possible so that they can come and collect the ball further up the field. Otherwise, use pacey wingers Kimo and Angido to do the damage. Oh, and remember, we haven't specified an opponent...

Difficulty rating ●●●

Challenge 13 The great escape

***Objective:* Play as Switzerland against Italy and come back from 3-0 down to win**

Breakdown: Concede three goals – own goals, if you like – WITHOUT scoring and then try to battle your way back to a win. Switzerland are an okay-ish side whilst Italy are tremendous, particularly at the back (they play a sweeper system), so it's going to require no small amount of determination and skill to whittle that margin down. Best bet? Use the wings...

Twot! Have some of that, Swiss-style! ▷



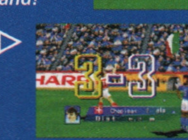
And to think it was once like this. 3-0. Tsch. ▽



Come back central! 4-3 to Switzerland! ▷



Celebrating The Great Escape. 3-3 and all to play for. ▷



Difficulty rating ●●●●

Challenge 14 Goal blitz

***Objective:* Score six goals or more past Germany on Level 5 difficulty, playing as Jamaica**



Breakdown: Germany play a pressing game and concentrate their attention around the middle of the park, but almost always play the ball through to Klinsmann (little wonder with an average of 91). These, then, are the areas you have to snuff out as the mighty Jamaica, with an ideal formation being something like 4-5-1. Plenty around the middle, see?

Difficulty rating ●●●●●

Challenge 15 Long shot

***Objective:* Score from the centre circle in Training mode**

Breakdown: A nice gentle last challenge to ease you out of the N64 *ISS '98* test. Or so you might think. Actually, scoring from the centre circle is surprisingly difficult. And, remember, you must shoot at your OWN goalkeeper, not the other end of the field that has no goalkeeper whatsoever. To succeed you're going to have to use plenty of bend, operated via Z.



△ Messing around in the middle of the field, try your luck. You just might score.



Difficulty rating ●●●





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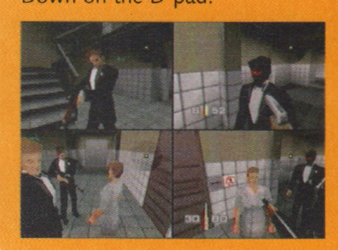
Useless at driving games? Feeble at fighting? Want to make Tom Cruise look like a total freak? You've come to the right place.

Classic tip

GOLDENEYE

We're *still* getting calls from people who missed the cheat the first time round asking if it's true that there are hidden multiplayer characters in *GoldenEye*. Well, the answer is yes, although you can't play as many of the 'classic' Bonds as some folks would have you believe. To get every character (mainly rare staff members dressed in tuxedos, and a tiny tea lady), highlight the last available character on the player select screen and carefully input the following code:

1. Hold the L and R buttons and press Left-C.
2. Hold the L button and press Top-C.
3. Hold the L and R buttons and press Left on the D-pad.
4. Hold the L button and press Right on the D-pad.
5. Hold the R button and press Down on the D-pad.
6. Hold the L and R buttons and press Left-C.
7. Hold the L button and press Top-C.
8. Hold the L and R buttons and press Right on the D-pad.
9. Hold the L and R buttons and press Bottom-C.
10. Hold the L button and press Down on the D-pad.



F1 World Grand Prix

Gold driver
Select exhibition mode and choose Driver Williams as your driver. Change his last name to 'Pyrite' and return to the title screen. You'll now be able to race as the Gold driver.





Silver driver
As you did before, select Driver Williams as your exhibition driver, but on this occasion change his last name to 'Chrome'. This will unlock the Silver driver.





Bonus track
Finally, change Driver Williams' last name to 'Vacation' which will enable you to access the spectacular Hawaii Grand Prix track – without the need for a hula dance.





F-Zero X





X-Cup cheat
Shockingly, Nintendo included a cheat to enable every standard of player to 'complete' the incredibly difficult *F-Zero X*. The code is L, Z, R, Top-C, Bottom-C, Left-C, Right-C, Start.

Inputting this code on the game select screen will unlock all 30 of the vehicles and all the difficulty levels you couldn't quite manage to find legitimately, including the superb X-Cup random track generator.

Squashed vehicles
Hold down L, R, and all four C-buttons on the vehicle select screen and all the cars will instantly become 'super deformed' – in other words shorter and fatter. All the better for parallel parking.

Datel codes

All of these codes only work with the Action Replay cartridge from Datel. For more details call Datel on 01785 810800. If you come across any codes pop them in the post to Tips Extra (Datel Codes), N64 Magazine, 30 Monmouth St, Bath, BA1 2BW.

BANJO-KAZOOIE

Please note: Use *Diddy Kong Racing* keycode.

Must be on codes

	DE000400 0000
	8124C628 1700
	812874C4 1700
	812D3F80 1300
Infinite lives	8038696B 0009
Infinite health	80386963 0008
	80386965 0001
Infinite red feathers	8038694F 00FF
Infinite gold feathers	80386953 00FF
Infinite eggs	80386947 00FF
Infinite notes	80386943 00FF
Infinite air	8038696E 000B
Infinite jigsaws	803869AB 00FF
Infinite skulls	803869A7 0008
Total notes all areas	803869D1 0064
	803869D3 0064
	803869D5 0064
	803869D7 0064
	803869D9 0064

NB: Due to the limits of the cartridge not all codes can be switched on at once. Please only have the codes that are necessary switched on at any one time.

AERO GAUGE

Always First Position	8013eff1 0001
Freeze Lap Timer 1	8013f001 0000
Freeze Lap Timer 2	8013f005 0000
Freeze Lap Timer 3	8013f00a 0000
Freeze Overal Timer	8013eff5 0000

NB: All above codes must be on. These codes will prevent the opposition from racing against you in Grand Prix mode. To win a race in Grand Prix you must finish at least one lap in the Qualifying round, then complete all laps in a race for first position.

GOLDENEYE (PAL)

Level Cheats

The Dam

Infinite ammo	800BAB97 FFFF
Infinite health	810BA3DC 3F80

Facility

Infinite ammo	8009DF97 FFFF
Infinite health	8109D7DC 3F80

Runway, Surface 1 and Depot

Infinite ammo	800C0F97 FFFF
Infinite health	810C07DC 3F80

Bunker/Silo

Infinite ammo	8009B797 FFFF
Infinite health	8109AFDC 3F80

Frigate

Infinite ammo	800AE397 FFFF
Infinite health	810ADBDC 3F80

Surface 2

Infinite ammo	800CD797 FFFF
Infinite health	810CCFDC 3F80

Statue

Infinite ammo	800ACF97 FFFF
Infinite health	810AC7DC 3F80

Archives, Caverns, Cradle and Egyptian

Infinite ammo	800B4797 FFFF
Infinite health	810B3FDC 3F80

Streets

Infinite ammo	800BE797 FFFF
Infinite health	810BDFDC 3F80

Train, Jungle and Control Centre

Infinite ammo	800A7F97 FFFF
Infinite health	810A77DC 3F80

Aztec

Infinite ammo	80097B97 FFFF
Infinite health	810973DC 3F80

Open all Levels

In order for you to get these codes to function you must have a copy of a saved game on the cart. To get it to work enter all these codes in one slot.

	81058950 0101
	80058952 000F
	80058954 000F
	80058956 000F
	80058958 000F
	8005895A 000F
	8005895C 000F
	8005895E 000F
	80058960 000F
	80058962 000F

The Cheat Menu

The codes below will open all the cheats within the in-built cheat menu of the game. For you to get these codes to work correctly you need to have the menu already active.

All guns	80058593 0001
Bond invisible	8005859a 0001
DK mode	8005859c 0001
Enemy rockets	800585Ac 0001
Fast animation	800585Aa 0001
Infinite ammo	8005859b 0001
Invincible	80058592 0001
Line mode	80058597 0001
No radar (multi)	800585A7 0001
Paint ball mode	8005859F 0001
Slow animation	800585Ab 0001
Tiny bond	8005859E 0001
Turbo mode	800585A8 0001



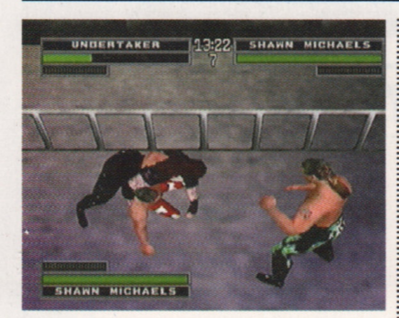
Change colours

Pressing Z or R once you've chosen your vehicle will allow you to cycle through a selection of tasteful colour schemes.

Timer

Pressing L during a race will make a timer appear which will show you exactly how far off the lead or how far out in front you are.

WWF Warzone



Call for backup

As promised last month, here are the secret codes to call for some expert CPU help. Hold all the buttons together during a match, but be warned, calling for backup means an instant (but amusing) disqualification.

Ahmed – L, R, Z, Bottom-C, Up.
Bret Hart – L, R, Z, Left-C, Left.
Bulldog – L, R, Z, A, Left.
Faarooq – L, R, Z, B, Up.
Goldust – L, R, Z, B, Right.
Kane – L, R, Z, B, Down.
Shamrock – L, R, Z, A, Down.
Mankind – L, R, Z, Left-C, Up.
Mosh – L, R, Z, Bottom-C, Down.
Owen Hart – L, R, Z, Bottom-C, Left.
Rock – L, R, Z, A, Right.
Shawn Michaels – L, R, Z, B, Left.
Steve Austin – L, R, Z, A, Up.
Thrasher – L, R, Z, Left-C, Down.
Triple H – L, R, Z, Left-C, Right.
Undertaker – L, R, Z, Bottom-C, Right.

Burp and Fart mode

Complete the game with Mosh or Thrasher and you'll find the charming Burp and Fart mode added to your list of cheats.

Rattlesnake

Create a wrestler using only 40 of the possible 50 attribute points and complete the game with him to get Rattlesnake, aka Steve Austin in an alternative costume.



Mission: Impossible

Big Head mode

At the level select screen, press Bottom-C, R, Top-C, L, Left-C to inflate Ethan's head to watermelon proportions.

Giant Head mode

At the level select screen, press Bottom-C, L, Top-C, Right-C, L to blow Ethan's head up *even further*.

Kid mode

At the level select screen, press Bottom-C, Top-C, R, L, Z to shrink Ethan to the size of a pixie.

Big Feet mode

At the level select screen, press Bottom-C, R, Z, Right-C, Left-C to give your teeny tiny Tom Cruise-alike a massive pair of feet.

Turbo mode

At the level select screen press Top-C, Z, Top-C, Z, Top-C to make the game shift like *F-Zero X*.



READERS' TOP TEN TIPS

Imagine, if you will, Readers' Top Ten Tips being similar to a prize winning vegetable contest. Readers select the finest, biggest and tastiest tips they have unearthed in their field of discoveries, and then send them here to be entered against the competition.

The tip that comes first wins its proud owner a snazzy MakoPad from Interact (01204 700139). And for all those that make the top ten, an EXCLUSIVE **N64** Magazine badge is bestowed upon their cultivators. Treasure these medals of honour because only a select few ever receive them.



TOP TIP

1. Forsaken
For an invincible Pioncycle, bring up the Press Start screen and hit A, Z, Z, Up on the D-pad, Left on the D-pad, Left-C, Left-C, Bottom-C.
Joseph Donaghy, Belfast

2. Mission: Impossible
Enter these codes on the level select screen:
Turbo mode: Top-C, Z, Top-C, Z, Top-C
Kid mode: Bottom-C, Top-C, R, L, Z
Mini rocket launcher: R, L, Left-C, Right-C, Bottom-C
James Bird, Manchester

3. Mission: Impossible
For a silenced pistol with 30 rounds, press Top-C, L, Right-C, Left-C, Top-C on the level select screen, or alternatively hit Right-C, Left-C, Right-C, Bottom-C, R for an Uzi with 30 rounds.
Robert Bailey, Essex

4. Snowboard Kids
1. Hold down A for five seconds to get a speed boost (you will not be able to steer while doing this). Your character will make a noise to show you've done it correctly (Slash says "Yeah").
2. On Grass Valley, before the last jump, there is a stop sign to the right of the track. With a lot of speed, or a feather board, you can jump this and take a shortcut down a muddy slope.
Peter Osborne, Bristol

5. Robotron 64
Enter the following codes while playing the game.
Shield: Down, Left, Left-C, Right-C
Flamethrower: Down, Right, Down, Right, Right-C
Speed up: Left, Left, Right, Right, Top-C
Radiation spray: Up, Down, Right-C, Left-C
Hedley Gabriel, Essex

6. Banjo-Kazooie
It is possible to destroy the boulder blocking the door to Gnawty's lair in Click Clock Wood's Spring section. If you stand up on the ledge above the rock and drop eggs off it (Z + Down-C) at just the right angle it will break open. Now upon swimming into the hole you get some strange game glitches, and Gnawty will still beg you to move the rock!
Chris Heyworth, Lancashire



7. Rampage World Tour
On the player select screen, press Up or Down to change each character's colour.
Richard Goodyear, Flintshire

8. Snowboard Kids
There's a Mario Kart-style short-cut on Grass Valley. Using Special Board 2 (the feather) get to the very last bridge that crosses the track. You will see a STOP barrier on the right, turn towards this and jump to enable you to use the short-cut which will bring you out near the final jump of the race!
Bill Williams, Suffolk

9. Forsaken
To skip over all those really tedious adverts after you have powered up your console, all you need to do is hit the reset button, and then press Start.
Jonathan Daly, Liverpool

10. WCW vs. NWO
Throw your opponent into the ropes and, as he gets close to you, hit L. Your wrestler will drop to the floor like a bag of spuds and his spirit meter will begin to rise.
Ashley Williams, Crewe

Reader's Datel Codes

GOLDENEYE 007

2x health	80058598 0001
2x body armour	80058599 0001
10x health	800585A0 0001
Predator mode (multiplayer)	800585A6 0001

Andrew Ingram, Newport

FORSAKEN

Infinite lives	8004020C 0063
Infinite shield	D014E710 0001
	8014E712 0010
Infinite hull	D014E712 0001
	8014E712 0011

(you can only enter one code from primary and one code from secondary at a time, otherwise the game won't load)

Primary

Infinite Powerpods	88104E740 0004
Infinite Transpulse	8814E765 0001
Infinite Trojax	8814E767 0001
Infinite Beamlaser	8814E768 0001

Secondary

Infinite mug	8814E76D 0063
Infinite solaris	8814E76E 0063
Infinite scatter	8814E770 0063
Infinite titan	8814E771 0063
Infinite gravcon	8814E772 0063
Infinite MFRL	8814E773 0063
Infinite Purge	8814E774 0063
Infinite Pine	8814E776 0063
Infinite Quantum	8814E777 0063



Jeremy Davis, Chichester

SUPER MARIO 64

No feet when stood still	803094E1 0078
Odd lives meter	803094DD FFFF
Mario is (slightly) aloft	803094E1 F0F0
Noisy camera	80309263 0064
25,634(!) stars	803094DA 0064
120 stars	803094Db 0078

WAVE RACE 64

Psycho stunts P1	801C0077 FFFF

Richard Davies, Rotherham

LYLAT WARS

Always have blue lasers	8015791B 0002
Start level with 2 gold rings	80157904 0041

TETRISPHERE

Unlimited misses	80112F9F 0003

WAVE RACE 64

Always place 1st	801C293F 0000

Chris Kerry, Essex

YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash **N64** pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....
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Couldn't make it to the newsagents last month? Well here's your chance to purchase that missed issue. Just fill in the form at the bottom of the page – it really couldn't be simpler.



ISSUE 15
The Mission Edition

We were the first magazine in the world to play it and in this issue we tell you exactly what we found. Plus huge reviews of *Quake 64*, *Yoshi's Story* and *Wetrix* and over 20 pages of tips on *Snowboard Kids*, *Mystical Ninja*, *GoldenEye* and other top games. ● Issue 15's Double Game Guide + held all the secrets to *Super Mario 64*.



ISSUE 16
The Gex Edition

We take a look at *Gex: Enter the Gecko* and all the other adventure games due to make an appearance on the N64. There're reviews of *World Cup '98*, *Forsaken* and *Rampage* plus tips for *Yoshi's Story*, *Mystical Ninja* and *Quake*. ● Issue 16's Double Game Guide + tipped *Blast Corps* and *Turok: Dinosaur Hunter*.



ISSUE 17
The E3 Edition

Tim trawled through the huge E3 games show in Atlanta and came home with a suitcase stuffed full of hot information. We managed to cram it all into this biggest ever issue and even left some room for guides on *Forsaken*, *WCW*, *World Cup '98* and *Quake*. ● The Double Game Guide + tipped *Fighters Destiny* and *Snowboard Kids*.



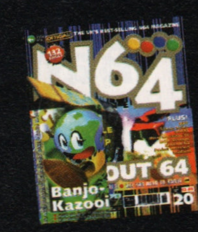
ISSUE 18
The Banjo Edition

A huge game deserves a huge review so we devoted 14 pages to the superb *Banjo-Kazooie*. There's also a review of *NBA Courtside*, a special look at everything we know about *Zelda*, a whole feature on DMA and tips on watery puzzler, *Wetrix*. ● The Double Game Guide + tipped *Top Gear Rally* and *Shadows of the Empire*.



ISSUE 19
The Turok 2 Edition

Acclaim's new dinosaur basher looks absolutely fantastic and certainly warrants a huge Special Investigation. We reviewed *Mission Impossible* and the Japanese version of futuristic racer *F-Zero X* in this packed issue and there was also a huge level-by-level guide to Banjo-Kazooie. ● Issue 19's Double Game Guide + tipped *Yoshi's Story* and *Pilotwings*.



ISSUE 20
The Wipeout Edition

An exclusive *Wipeout* preview kicked off issue 20. There were also reviews of the superb *ISS '98*, *Buck Bumble* and the mighty *F1 World Grand Prix*. Tips tackled *WWF Warzone* and Max had a thorough look at *Pocket Monsters Stadium*. ● The Double Game Guide + was completely devoted to *Banjo-Kazooie* and there was a great *Wipeout* poster mag too.

Back issues (subject to availability) are available for the bargain price of £3.50 by filling in the back issues section of the coupon opposite, by phone on (01458) 271124, or by e-mail at subs@futurenet.co.uk

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TIPS EXTRA

You're through to... THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

November is our fave month of all, not least because if you take some of the letters out and put some different ones in you can spell 'Nintendo'. Ummm?

It's also top bonfire month, as the smouldering patches on the carpet testify… Still, smoke alarms and sprinklers aside, it's shaping up to be a great month for the N64 as the ECTS trade show in September proved pretty conclusively. The Nintendo stand was clearly one of the best there, completely overshadowing the PlayStation (almost literally in the case of our huge banner obscuring the Sony logo!).

The standard of software has improved dramatically with titles like *F1 World Grand Prix*, *Turok 2* and, of course, the mighty *Zelda 64* to look forward to. The end of this year should bring some of the best software we've seen yet and hopefully that tradition will continue through into the New Year and beyond. Fingers crossed, huh...?



Banjo-Kazooie common questions

Q How do I get to Rusty Bucket Bay?

A This seems to have a lot of you stumped. Not surprising really, as it's a bit complicated. Still, here we go…

Turn into a pumpkin in Mad Monster Mansion. Face the entrance and go left, following the path up the hill. When you get to another house, go through the small opening and head towards Mumbo at the back of the room, who'll turn you back into Banjo and Kazooie.

Do a Beak Buster on the coffin in the middle of the room, then stomp on the white water switch. Turn back into a pumpkin, exit the house and follow the path to get out of the cemetery.

Follow the path to the left, go past the picture of Gobi's Valley and enter the doorway. Follow the wall to the right, go up the ramp and enter another doorway. Banjo and Kazooie will appear in the water. Swim through the tunnel on the left and then go to the opposite side of the room. Get on land and go up the metallic stairs. Use the Flap Flip to get to the boxes and go to the left, staying on top. Use the Flap Flip again to get to the island in the corner and shoot an egg at the box with the Rare symbol on the side.

Stomp on the water switch that's revealed to raise the water some more, then swim to the opposite corner of the room and enter the doorway. Go forward, take the first right and Rat-a-tat Rap the gate to break it.

Enter the new area, stand on the jigsaw switch and press Z to place your jigsaw pieces into the picture of Rusty Bucket Bay. (You'll need 12 pieces for this level.) Go back to the water and swim into the new opening near the metallic ramp to enter the world.

Q I've found a Spell Book! What does it do?

A There are three Spell Books to be found in the game. To activate the cheat they give you, return to Treasure Trove Cove, drain the water out from the sand castle (by shooting eggs into the leaky bucket), and then use the Beak Buster to stamp on the letters and spell out the code. Here's where you'll find each of the Spell Books:

1. Facing away from the entrance to Bubblegloop Swamp, cross the green bridge and enter the log on the right. Here you'll find some wading boots. Exit the log and follow the wall to the left. When you get to the swamp, enter the pipe and go all the way through until you reach a snowy area. Immediately turn left and use Kazooie to get up the steep ice hill. Use the Beak Buster to break the ice ball and then go back to the swamp. Enter Bubblegloop Swamp and turn into a crocodile, then exit Bubblegloop Swamp and return



to the ice area (go behind the hut and enter the pipe). Go up the ice hill and through the pipe to find the Spell Book.

2. Enter Mad Monster Mansion and turn into a small pumpkin. Exit the world and go down the path that takes you out of the area. Follow the narrow path to the right to reach Brentilda, and you'll find the Spell Book in a hole next to her.

3. From the room with the large vase, head up the steps to the left of the Egyptian coffin. Go up the ramp before entering the ice tunnel and through the first doorway. Climb onto the ledge with the three green pipes and enter the middle one. Continue to the top and stomp on the water switch to raise the water for 30 seconds. Get in the water and swim into the tunnel with the red eyes, down towards the bottom. Quickly get onto the ledge with the green staircase and go up all the way to find the Spell Book.

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HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!
We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.

Q How do you water the tree in Gobi's Valley?

A First of all you need to rescue the camel who is chained to a rock on a platform in the corner of the course. Use the Beak Buster on the rock to free him and then return to the start, where you'll find the camel sat in front of the tree. Jump on one of his humps and use the Beak Buster again to get him to spit water out!

Q How do I get to the Witch Switch in Rusty Bucket Bay? I can see it from the top of the crane, but I can't reach it!

A You can actually reach the switch with an ordinary double jump (press 'A' twice), but the trick is to leave the second jump for as long as possible. Unfortunately, this requires lots of practice and the patience of a saint!



Q I can't beat the polar bear in the second sledge race! Banjo and Kazooie can't run fast enough!

A The only way to beat the polar bear is to come back to him once you've learned how to use the running shoes. The shoes can be found in the area behind the bear at the starting line and Bottles will teach you how to use them in Gobi's Valley.

Q I've completed the game with all the jigsaw pieces and all the musical notes. At the end Mumbo showed me some pictures of places that I can see in the game but can't get to, like the key in the Walrus's cave in Freezeezy Peak. How do I reach them?

A You can't! At least not yet. Mumbo says when he shows you the pictures that the secret is in *'Banjo-Tooie'*, which is the sequel to the game, due out next year. So until you've played through *Banjo-Kazooie 2*, you won't be able to reach all the areas in *Banjo-Kazooie 1*!

Q Where is the yellow Jinjo in Click Clock Wood? I've looked everywhere for the little blighter!

A The yellow Jinjo is rather naughtily camouflaged by the tall yellow grass in Summer. Simply turn left at the start of the level to find him!

Banjo-Kazooie

Just in case there are still people out there who still don't have the cheats...

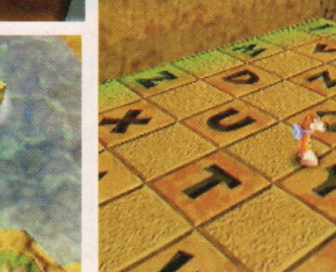
1. Enter Treasure Trove Cove.
2. Drain the water in the sandcastle (talk to Leaky the Bucket).
3. Enter the sandcastle.
4. Type **CHEAT** (You should hear a 'MOO' for each letter) then type one of the following;

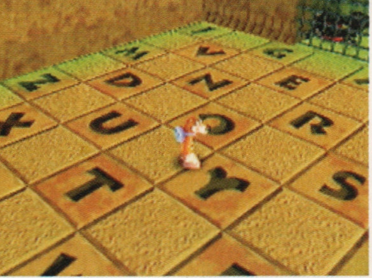
(There'll be no other noises until you've entered the whole code).

AN ENERGY BAR TO GET YOU FAR	All Honeycomb Pieces
BANJO BEGS FOR PLENTY OF EGGS	Infinite Eggs
DON'T BE A DUMBO GO SEE MUMBO	100 Mumbo Tokens
NOW YOU CAN FLY HIGH IN THE SKY	Infinite Red Feathers
A GOLDEN GLOW TO PROTECT BANJO	Infinite Gold Feathers
LOTS OF GOES WITH MANY BANJOS	Infinite Lives
GIVE THE BEAR LOTS OF AIR	Infinite Air



Note: You must enter **CHEAT** before each code and you have to enter the codes again if you turn off the console.









Now grasshopper, you must face the ultimate challenge...

And what a challenge it is. Your goal is to acquire one of the much sought after Skill Club 64 certificates, be it Bronze, Silver, or Gold. But beware – only the very best gamers are admitted to the Gold, Silver, and Bronze clubs, and impostors are always thrown out into the gutter by our big, bad security guard Martin. And you can bet he enjoys every second of it.

As you can see, there are some tricky tasks that must be completed before you'll even be considered for entry into the Bronze club, but once your name is on the guest list, respect and admiration are yours for the taking. And should you at a later stage impress the management with more feats of gaming prowess (i.e. complete more challenges) Martin will escort you upstairs to the Silver club where the surroundings and the clientele are just that little bit better. But what you're really aspiring to is upstairs again. Impress the management by completing 10 of the challenges and you'll be given the access to the Gold club with its chandeliers, caviar, and fine arts collection.

HOW IT WORKS

All you have to do is try to complete as many of the challenges on the opposite page as possible. Fill out the form, ticking the relevant boxes, and we'll enter you into the Skill Club 64 chart. You'll need to complete three challenges for Bronze, seven for Silver and 10 for Gold. Get going and we'll send you a much sought-after certificate!

gold club complete 10 challenges

Name	Name
Simon Moore, Liverpool	Jan-Erik Spangberg, Sweden
Richard Davies, Rotherham	Kelly Humphreys, Marlow
René Laurent, Ireland	Graham Underwood, Cumbria
Stephen Lockhart, Ireland	Gregor Richards, Dorking
Andrew McGrae, Southport	Stuart Richards, Dorking
Matthew King, Bromley	Stephen McMahon, Co. Down
Derek Thomson, Edinburgh	John Kostons, Nederland
Jon Davies, Wallingford	Piet dem Dulk, Holland
	Andrew Mills, Londonderry

silver club complete 7 challenges

Name	Completed
Robert Gallagher, Southampton	A,B,C,F,G,H,I
Kenneth Pickering, Ayrshire	A,B,C,D,G,I,J
Shaun Bell, Trowbridge	A,B,D,E,G,H,I
Kurt Peter Radford, Rotherham	A,B,D,E,F,I,J
Richard Davies, Rotherham	A,B,D,E,F,I,J
Philip Foster, Havant	A,B,D,E,F,G,I
Derek Topper, Bristol	A,C,E,F,G,H,I
Chris Scearce, Reading	A,B,C,D,F,G,I
Arthur Van Dalen, The Netherlands	A,B,D,F,G,H,I
Ciaran McDermott, Ireland	A,B,C,D,E,F,H
Rony Costa, Middlesex	A,B,C,D,E,I,J
Andrew Castiglione, Bristol	A,B,D,E,F,H,I
Gary Thomson, Midlothian	A,B,C,D,E,F,H
Jon Olav Larsen, Norway	A,B,C,D,E,F,G
Mario Sioutis, Greece	A,C,D,E,F,G,H
Andrew Rutherford, Macclesfield	A,B,C,D,F,G,I
Ben Campion, Staffs	A,B,C,D,F,H,I
Ben Cook, Shoreham-By-Sea	A,B,C,D,G,H,I
Chris Constable, Devizes	A,C,D,F,G,H,J
Inguar S. Arnor, Iceland	A,D,E,F,G,H,I
Brett Slader, Australia	A,B,C,D,E,F,G
Craig Scotney, Leighton Buzzard	A,B,C,D,G,H,I
Dave Bloemer, Holland	A,B,C,D,F,G,K
David Keane, Sandwich	A,B,E,G,H,I,J
The Terrible Twins, Banbury	A,B,C,E,F,H,I
David Nicol, Cambridge	A,B,C,D,F,I,J
Craig Silcocks, Trowbridge	A,B,C,D,E,F,J
Gard Mellemstrand, Norway	A,C,D,E,F,G,I
Andrew Taylor, Cheshire	A,B,C,D,F,H,I
James Cruickshank, Clackmannanshire	A,C,D,F,G,H,I
Tom Clarke, Bucks	A,B,C,D,F,I,K
Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Christopher Smith, Surrey	A,B,C,D,E,G,I,J
Jan-Erik Spangberg, Sweden	A,B,C,D,E,G,I,J
Paul Isaia, Southampton	A,B,C,D,F,G,H,I
David Sharp, Clackmannanshire	A,C,D,F,G,H,I,J
Matthew King, Bromley	A,B,C,D,E,F,G,I,J
David Keane, Sandwich	A,B,C,D,E,G,H,I,J



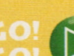
bronze club complete 3 challenges

Name	Completed
Adam Johnstone, Wantage	A,B,F
Pierre Dimba, Tonbridge	A,C,G
Ben Olney, Kingston, Surrey	A,D,E
Kevin Watts, Mansfield	A,C,F
Lawrence Gilbey, Bridport	B,C,I
David Maguregui, Wellesbourne	D,E,G
Daniel Brooks, Swindon	A,B,F
Ciaran Spence, County Antrim	A,B,F
Miles Fearnley, West Yorks	B,D,E
Joachim Clauwers, Belgium	A,D,F
R. Knapman, South Wirral	A,B,E
Stephen Durant, Bridgwater	A,F,I
Simon Bell, Co. Durham	A,B,F
Herman Valk, The Netherlands	A,B,G
Michael Gapper, Bristol	A,C,F
Riccardo Riboldi, Italy	A,B,E
Adam Norman, Nottingham	A,D,E
Nicholas Bec, Salisbury	A,C,I
Paul Coulson, Stamford	A,B,F
Sebastian Bond, Gloucester	A,D,G
Ioan Rees, Redditch	A,B,G
Nick Hadden, County Cork	A,C,I
Tom Richardson, Addingham	A,C,H
Robert Kloosterhuis, Holland	A,D,F
Gordon Scales, Nottingham	A,B,F
Ian Renyard, Ashford	A,B,F
Phillip Renyard, Ashford	A,B,F
Brian Mulheron, Tyne & Wear	A,C,F
Andy Howard, Cambridge	A,B,D
Remco Van Wingerden, Holland	A,B,F
Mark Odell, Derby	A,D,E
Thomas Suckling, Ipswich	A,D,F
Dylan Foale, Devon	A,C,I
Lee Robertshaw, Southampton	A,E,F
Ian Gore, Somerset	A,B,F
Graham Cookson, Kent	A,B,H
Dave Bloemer, Holland	A,C,F
Andrew Hannath, Swindon	B,D,F
Erwin Zeevaart, Holland	A,F,H
Steve Paget, Bonsall	A,C,D
Richard Whitham, Poulton-le-Fylde	A,B,F
Philip O, Herts	A,D,H
Benjamin Lo, London	E,F,J
Robert Lynch, Middlesex	A,B,D
Owain Brimfield, Isle of Man	A,E,F
David Newbrook, Staffs	A,D,F
Alex Schwassmann, Germany	A,F,I
Chris Partridge, East Sussex	A,C,F
Jonathan Townsend, Gwent	A,E,G
David Myring, Bristol	A,E,F
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Mark Walker, Bedford	A,B,F
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Sandy McKenzie, Fife, Scotland	C,F,H
Adam Khattak, Belfast	A,C,F
Matthew Kitis, Liverpool	B,C,I
Joe Cape, Stirling	A,C,D
Ewen Summers, Ayrshire	A,B,D
Joachim Clauwers, Belgium	A,D,F
David Holmes, Doncaster	A,B,F

Name	Completed
Tom Wyatt, Staines	A,C,D
Ben Stevens, London	A,E,F
James O'Sullivan, Somerset	A,B,D
Keith Tannahill, Ayrshire	A,D,J
Jamil Yahyaoui, Belfast	A,B,D
Michael Achilles, Chingford	A,D,I
Jan Dehm Neves, Portugal	A,E,G
Luke Yeandle, Abertillery	A,D,E
Ben Wakefield, Twickenham	A,B,D
Omid Elliott, County Tyrone	A,B,C
Nick Syrad, Reading	A,D,F
Patrick Laakso, Sweden	A,B,D
David Gibson, Fleet	B,D,H
Mark Underwood, Cumbria	A,E,I
Daniel Longstaff, Chigwell	A,G,I
Vincent Coyne, Galway	A,E,F
Raoul Smids, Belgium	A,B,G
Chris O'Riordan, Cornwall	A,B,E
Matthew Weston, Nottingham	A,C,D
Jon Davies, Wallingford	E,F,J
Norman Glover, Cleveland	A,B,F
Alex Johnson, Sidcup	A,C,D
Damian Unwin, Soton	B,C,D
Daniel McCann, Glasgow	B,E,H
Kevin Gilbert, Upton	A,G,K
Chris Hinkley, Peckham	A,B,F
Gordon Willmott, Edinburgh	A,D,K
Johan Brown, Grantham	A,B,D
Rod Bayliss, Australia	A,D,H
Russell Higgins, Shropshire	A,G,I
Wajahat Ali, Blackburn	A,C,E
Adam Bull, Leeds	A,I,K
Tormod Krogh, Norway	A,C,F
Remko Veenstra, Holland	A,F,G
Moe Aboulkheir, London	A,D,J
Oliver Bolton, Kent	A,C,F
James Garrity, Liverpool	A,B,E
Elidir Jones, Gwynedd	A,B,F
Alan Hooper, Weston-Super-Mare	A,D,E
Steven Said, Australia	A,B,I
Alexander Filipowski, Warrington	C,F,J
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Joel Porter, London	A,E,F
Floryn Cleverens, The Netherlands	A,C,G
Martin Hunter, Edinburgh	A,B,E
Richard Holmes, Derbyshire	E,G,I
Alex Wood, Ipswich	A,B,D
Steven Astley, Wigan	E,F,J
Mike Hodzelmans, Holland	A,B,D
Michael Petch, Doncaster	A,B,I
Simon London, Norwich	A,B,C
Peter Campbell, Belfast	D,G,J
David Faggiani, Manchester	A,D,F
William Shutes, Norwich	A,B,F
Simon Lyddon, Devon	A,B,D
Steven Smith, Essex	B,D,F
Henry Rummins, Ashford	A,B,D
Edward Rummins, Ashford	A,B,D
Ryan Carson, Devon	A,C,F
Ashley Bennett, Essex	A,D,I
Thomas Vincett, Weston-super-Mare	A,D,F
Sarah Margle, Ware	A,B,I
Sam Thompson, Aberystwyth	C,D,I

Name	Completed
Toni Ylaranta, Finland	A,G,I
Tom Badran, Basingstoke	A,C,G
John Hope, Northampton	A,F,I
Joshua Clarke, Birmingham	A,C,F
Matthew Harper, Gloucester	A,D,I
Christopher Green, Reading	A,D,F
Chris Knowles, Cheshire	A,B,D
Turo Halinen, Finland	A,D,K
Dennis Schuh, Holland	A,C,D
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Guy Burdge, Somerset	A,D,E
Brian Davidson, Co. Tyrone	A,B,D
Scott Butler, Co. Armagh	A,C,G
Pieter van den Buirk, Netherlands	A,I,K
John Heelham, Manchester	A,B,K
Andrew Phillips, London	A,D,J
Alastair Edwards, London	A,D,J
Paul Shinn, Deptford	A,I,K
Oliver Carson, Devon	A,C,D
Christopher Balzan, Kent	A,D,F
John Davies, Staffordshire	A,D,F
Steven Ward, Hawes	A,B,D
Steven Mai, Staffordshire	A,C,D
Daniel Green, Thornton	A,C,D
Ben Dawson, Sheffield	C,D,J
Richard Best, Dundee	A,B,E
Marc Edgeworth, Gloucester	A,F,G
Chris Pitchell, Bristol	A,B,I
Harrison Bolt, Surrey	A,B,F
James Arnold, Australia	A,B,C
Alun Thomas, Haverfordwest	A,F,J
Mark Aquilina, Malta	A,B,I
Gokhan Kurt, London	C,H,I
Paul Jerome, London	A,C,D
Anthony Gruitt, Sittingbourne	C,D,F
Raymond Wan, Cheshire	A,B,D
Robert Clark, Kent	A,B,D
John Stackhouse, Walsall	A,B,D
Lee Fletcher, Halifax	A,D,I
Myles Giles, Huddersfield	A,D,I
James McKeown, Ayr	B,D,I
Adam Skeggs, Leicester	A,C,H
Nader Kohbodi, Anglesey	A,D,E
Christopher Thompson, Co. Antrim	A,D,E
Plemis Luijnenburg, Holland	A,I,J
Chris Tate, Tyne and Wear	A,G,I
Manolis Kalaitzake, Cork	A,D,E
Neil Keery, Co. Down	A,B,E
Nils Meuzler, Germany	A,B,E,I
Jeremy Scoble, Plymouth	A,D,G,I
Chris Thomas, Wallington	A,B,C,I
James Bundy, Reading	A,E,F,I
Alex McIver, Edinburgh	A,B,C,F
Tom Walker, Halstead, Essex	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
Philipp Sokolean, Switzerland	A,D,E,I
James Leigh, Clevedon	A,B,G,I
Neil Williamson, Nottingham	A,B,C,F
Aidan Murray, Co. Cork	A,B,D,H
Carl Bullen, Liverpool	A,B,G,H
Alex Mann, Bedford	A,C,D,F
Alain Keersmaekers, Belgium	A,B,F,J

Name	Completed
Mark Quinn, Preston	A,B,E,I
Daniel Weserholm, Finland	B,D,E,I
Andrew Davies, Essex	A,B,D,I
Morten Tronstad, Norway	A,B,C,I
Martin Cater, Hucknall	A,B,C,G
Kevin Seeney, Bury St Edmunds	A,C,D,I
Philipp Sokolean, Switzerland	A,B,D,I
Afong Toh, The Netherlands	A,C,H,I
Daniel Lally, Berkshire	A,B,F,G
James Hinton, Knoresborough	A,B,C,D
Michael Walker, Londonderry	A,D,H,I
Asgeir Vikan, Norway	A,B,D,J
Andrew Carrington, Pontefract	A,D,E,J
Christopher McCabe, Co. Down	A,B,D,F
Raymond Wells, Essex	A,B,F,H
Ed Higgins, Essex	A,B,G,I
Joel Radford, Australia	A,B,C,D
Stuart Derbyshire, Bolton	A,B,D,G
Kane Dorey, Jersey	A,B,D,H
David Dixon, Cumbria	A,D,F,G
Matthew Wilkins, Wiltshire	A,B,D,E
Richard Woodall, New Zealand	A,C,D,G
Martin Drew, Bognor Regis	A,D,G,J
David Park, Tyne and Wear	A,D,F,G
James Garrity, Liverpool	A,B,D,E
Michael Williams, Cardiff	D,H,I,K
Martin Flyn, Kent	A,C,D,F
David Lewis, Birmingham	A,B,D,E,F
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen Rogers, Manchester	A,C,E,F,H
Davy James, Powys	A,B,C,G,H
Pat Shields, Co. Down	A,C,D,E,I
Kevin Seeney, Bury St Edmunds	A,B,C,D,I
Benjamin Khan, Bradford	B,C,D,F,I
Kevin Loughlin, Slough	A,B,C,E,F
James Hegarty, Belfast	A,B,F,G,J
Nick Taverner, Suffolk	A,B,C,D,I
Per Nilsson, Sweden	A,B,D,F,I
Panagiotis Bagiokos, Greece	A,B,C,F,I
Roeland Van Straalen, Holland	A,B,C,F,I
Aynsley Welling, Cyprus	C,E,F,G,I
Charles Ayesa, Australia	A,B,D,G,H
Mark Green, Cheltenham	A,C,D,F,H
Chris Kerry, Essex	A,B,C,F,I
Daniel Metcalf, Norwich	A,C,D,F,G
Gearoid Reidy, Co. Offaly	B,C,D,E,G
Griffin Leadebrand, Australia	A,B,D,F,I,
Michael Middleton, Huddersfield	A,B,C,D,H
Richard Brady, Essex	A,D,F,H,I
Lawson Gavin, Co. Offacy	B,C,D,E,G
Steven Bigham, Whitburn	A,C,F,H,I
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Joshua Takaoka, Newbury	A,B,C,D,G,I
James Register, Surrey	A,B,C,D,F,H
Stephen Mansfield, Derby	A,B,C,D,E,J
Jack Gilbey, Bridgeport	A,B,C,D,F,I
Chris Smith, Tyne and Wear	A,B,C,D,I,K
Chris Gray, Fife	A,C,D,F,H,I
David Taylor, Fife	A,C,D,F,H,I







challenge A — Super Mario 64



What you must do: Find all 120 stars.
Proof: Any picture of *Mario* with 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.

challenge B — Diddy Kong Racing





What you must do: Finish the game in mirror mode.
Proof: A pic of the save screen with Adventure 2 and 47 balloons.
Helpful Tips: Our review in issue 10, and our guides in issues 11 and 12 should help. Oh and don't forget the DGG + with issue 11.

challenge C — Lylat Wars



What you must do: Finish the game with 1,500 hits or more.
Proof: A pic of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Issue 8's free poster and the DGG + with issue 13.

challenge D — GoldenEye 007



What you must do: Finish the game on all three settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge F — Mario Kart 64





What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — Pilotwings



What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6 and tips in the Double Game Guide + on the front of issue 19.

challenge H — Turok: Dinosaur Hunter



What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps



What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64



What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K — Yoshi's Story



What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in issue 16 and the Double Game Guide + on the front of issue 19 should prove very handy.

challenge L — Banjo-Kazooie



What you must do: Complete the game in under 5 hours and 30 minutes with all 100 jigsaw pieces and 900 notes.
Proof: A picture of the game save screen – simple!
Helpful Tips: A huge guide in issue 19 and the Double Game Guide + on the front of issue 20.

the rules

GAME BOY CAMERA PICTURES NOW ACCEPTED

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate yourself to a loftier position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.



ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league.
I include proof of my achievements in:

	A *Super Mario 64*		G *Pilotwings 64*
	B *Diddy Kong Racing*		H *Turok: Dinosaur Hunter*
	C *Lylat Wars*		I *Blast Corps*
	D *GoldenEye 007*		J *Wave Race 64*
	E *ISS64*		K *Yoshi's Story*
	F *Mario Kart 64*		L *Banjo-Kazooie*

Please send my badge and certificate to:

Name

....

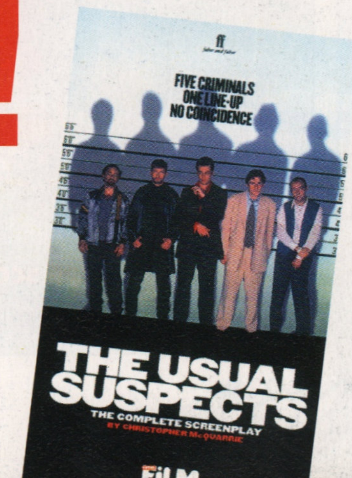
Address

....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*



FIVE CRIMINALS
ONE LINE-UP
NO COINCIDENCE
THE USUAL SUSPECTS
THE COMPLETE SCREENPLAY

I'M THE BEST

Persevere and you too could find your credentials here in the hall of fame.

Here's the plan: You will delve into the databanks of the I'm the Best computer to see who's where in the leagues, and what the new challenge of the month is. You will use this information as a template to measure your own records against. If your achievements are good enough YOU WILL SEND THEM IN, complete with proof of their existence in the form of a video or photograph. This message will self-destruct in five seconds...

Star Performance

Choosing a winner for Star Performance has been difficult in the past but never this tough. The honour could've gone to Stuart Richards for breaking his own *DKR* times, or to Sam Turnbull for his amazing Dolphin Park stunt score. These were just two people who might've won if Tom Cock from Twyford hadn't stepped in with his amazing score of over 42 million points on *Wetrix*. This watery wonder has stumped everyone here at **N64**, but it's good to know that our readers pull out all the stops when it comes to puzzlers.



NEW HIGH SCORE!



A while back we set a *Forsaken* challenge. We asked for your best time for level 1, the challenge being to beat 1:40, and we have been quite literally flooded with entries. The winner, with a gob-smackingly quick time of 1:01 is (drum roll please)... James Monaghan! Congratulations James, you've won a superb MakoPad from Interact (01204 700139) to aid you in your relentless battle with the MDF.

But now onto this month's challenge. We want you to beat Jon Davies of Wallingford's time of 14:50 for *Banjo's* Treasure Trove Cove level. Refer to our *Banjo*-busting guide in issue 19 for the location of every piece of jigsaw and honeycomb in this world, as well as tips on finding the all-important notes. Go for it!



THIS MONTH'S SCORE TO BEAT
14:50 on Treasure Trove Cove

BANJO-KAZOOIE

MUMBO'S MOUNTAIN (NTSC)

1	6:47	Confirmed	*Daniel Dunn, Lincolnshire*
2	7:12	Confirmed	*Euan Craig, Penicuik*
3	7:30	Confirmed	*Michael Williams, Cardiff*
4	8:41	Confirmed	*Adam Staff, Bognor Regis*
5	9:12	Confirmed	*Chris Pointer, Westerhope*
6	9:27	Confirmed	*Andrew McGrae, Southport*
7	9:32	Confirmed	*Simon Andrews, Kent*
8	9:39	Confirmed	*Geoffrey Gregory, East Stoke*
9	9:55	Confirmed	*Steven Ward, Hawes*
10	10:27	Confirmed	*Joe Elliott, Bristol*
11	11:04	Confirmed	*Andrew Mills, Londonderry*
12	11:07	Confirmed	*David Conroy, Lancashire*
13	11:17	Confirmed	*Simon Andrews, Kent*
14	11:24	Confirmed	*Jordy van Ootveen, Holland*
15	11:26	Confirmed	*Oliver Wooding, Bridgewater*
16	11:33	Confirmed	*Jason Howard, Jersey*
17	11:41	Confirmed	*Zetjun Man, Holland*
18	11:42	Confirmed	*Richard Davies, Rotherham*
19	12:14	Confirmed	*Ben Downton, Suffolk*
20	12:16	Confirmed	*Vincent Coyne, Galway*

TOP GEAR RALLY

(PAL) NO SECRET CARS

Coastline			
1	3'18"30	Confirmed	*Martin Conroy, Leeds*
2	3'20"82	Confirmed	*Paul Simcox, Peterborough*
3	3'21"90	Confirmed	*Simon Madsen, Denmark*
4	3'24"18	Confirmed	*David Money, Nuneaton*
5	3'26"10	Confirmed	*N. Cade-Westcombe, M. Keynes*
6	3'26"70	Confirmed	*David Nicol, Cambridge*
7	3'30"78	Confirmed	*James Walton, Richmond*
8	3'38"70	Confirmed	*Reuben Crew, Anglesey*
9	3'38"94	Confirmed	*Danny Rigby, Colwyn Bay*
10	3'40"70	Confirmed	*Jan-Erik Spangberg, Sweden*
Strip Mine			
1	2'56"19	Confirmed	*Simon Madsen, Denmark*
2	2'56"43	Confirmed	*Martin Conroy, Leeds*
3	2'58"67	Confirmed	*Colin Shields, Co. Down*
4	2'59"43	Confirmed	*Jan-Erik Spangberg, Sweden*
5	3'02"02	Confirmed	*Philipp Sokolean, Switzerland*

FIGHTER'S DESTINY

FASTEST (PAL)

1	0'33"434	Confirmed	*Wajahat Ali, Blackburn*

SUPER MARIO 64

(PAL)

Peach Slide			
1	0'12"7	Confirmed	*Stelios Giamarelos, Greece*
2	0'12"9	Confirmed	*Dave Bloemer, Holland*
3	0'12"9	Confirmed	*Peter Shaw, Derbyshire*
4	0'13"0	Confirmed	*Trev Henderson, Harrogate*
5	0'13"0	Confirmed	*Marc Bennett, Newcastle*

GOLDENEYE 007

FASTEST 00 AGENT TIMES

Caverns			
1	5:40	Confirmed	*David Nicol, Cambridge*
2	6:56	Confirmed	*Daniel Dunn, Lincolnshire*
Bunker 2			
1	2:04	Confirmed	*David Nicol, Cambridge*
2	3:06	Confirmed	*Daniel Dunn, Lincolnshire*
3	10:26	Confirmed	*Manolis Kalaitzake, Cork*
Control			
1	7:24	Confirmed	*David Nicol, Cambridge*
2	9:22	Confirmed	*Manolis Kalaitzake, Cork*
3	12:46	Confirmed	*Daniel Dunn, Lincolnshire*

MARIO KART 64

(PAL)

Luigi Circuit			
1	1'33"67	Confirmed	Graham Francis, Cronleigh
2	1'36"46	Confirmed	Stelios Giamarelos, Greece
3	1'36"86	Confirmed	Orestis Giamarelos, Greece
4	1'39"64	Confirmed	Richard Dunn, Lincolnshire
5	1'39"84	Confirmed	Brett Slader, Australia
Royal Raceway			
1	2'05"13	Confirmed	Anthony Gruitt, Kent
2	2'06"28	Confirmed	Stelios Giamarelos, Greece
3	2'08"03	Confirmed	Orestis Giamarelos, Greece
4	2'08"14	Confirmed	Steven Zwartjes, Holland
5	2'08"62	Confirmed	Martin Conroy, Leeds
Koopa Troopa Beach			
1	1'30"89	Confirmed	Sam York, Bristol
2	1'33"28	Confirmed	Anthony Gruitt, Kent
3	1'37"01	Confirmed	Thomas Foster, Derby
4	1'38"31	Confirmed	Steve Ridley, Ramsgate
5	1'38"86	Confirmed	Stelios Giamarelos, Greece

Frappe Snowland			
1	00'22"43	Confirmed	Jon Willetts, Cheshire
2	00'23"98	Confirmed	Tim Wiles, Cardiff
3	00'27"45	Confirmed	Alan Pierce, Salisbury
4	00'27"72	Confirmed	Rob Pierce, Salisbury
5	00'29"10	Confirmed	Michael Cunningham, Australia
Bowser's Castle			
1	2'08"44	Confirmed	Alan Dundas, Arbroath
2	2'16"47	Confirmed	Anthony Gruitt, Kent
3	2'16"88	Confirmed	Martin Conroy, Leeds
4	2'17"11	Confirmed	Stelios Giamarelos, Greece
5	2'17"15	Confirmed	Orestis Giamarelos, Greece
Banshee Boardwalk			
1	2'04"76	Confirmed	Anthony Gruitt, Kent
2	2'05"76	Confirmed	Stelios Giamarelos, Greece
3	2'05"95	Confirmed	Orestis Giamarelos, Greece
4	2'08"77	Confirmed	Rob Pierce, Salisbury
5	2'09"19	Confirmed	Gary Thomson, Bonnyrigg

(NTSC)

Luigi Circuit			
1	1'21"94	Confirmed	Arthur Van Dalen, Holland
2	1'27"66	Confirmed	George Papapetrou, London
3	1'31"30	Confirmed	Tatu Luostarinen, Finland
4	1'40"23	Confirmed	Marc Duport, Guernsey
5	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde
Mario Circuit			
1	0'54"01	Confirmed	Tatu Luostarinen, Finland
2	0'54"32	Confirmed	Andrew Mills, Londonderry
3	0'54"46	Confirmed	George Papapetrou, London
4	0'54"58	Confirmed	Marc Dupont, Guernsey
5	0'54"64	Confirmed	Steven Dyson, Poulton le Fylde
Royal Raceway			
1	1'46"68	Confirmed	Andrew Mills, Londonderry
2	1'48"28	Confirmed	George Papapetrou, London
3	1'48"73	Confirmed	Tatu Luostarinen, Finland
4	1'49"63	Confirmed	Steven Dyson, Poulton le Fylde
5	1'50"09	Confirmed	Arthur Van Dalen, Holland

STARFOX

ON CORNERIA (ANY VERSION)

1	276	Confirmed	Phil Hughes, Widnes
2	275	Confirmed	Greg Ihnatenko, Cheshire
3	270	Confirmed	Jon Davies, Wallingford
4	266	Confirmed	Piet Dem Dulk, Holland
5	265	Confirmed	Neil Friedman, Whitefield
6	261	Confirmed	Kenneth Small, Sunderland
7	252	Confirmed	Stuart Richards, Surrey
8	248	Confirmed	Max French, Dundee
9	247	Confirmed	Demunter Knemy, Belgium
10	247	Confirmed	Mark Green, Gloucester
Total Hits			
1	2212	Confirmed	Robert Kloosterhuis, Holland
2	2212	Confirmed	Jon Davies, Wallingford
3	2120	Confirmed	Greg Ihnatenko, Cheshire
4	2065	Confirmed	Piet Dem Dulk, Holland
5	2054	Confirmed	Sam Doyle, Derbyshire
6	2091	Confirmed	Phil Hughes, Widnes
7	2000	Confirmed	Jan-Erik Spangberg, Sweden
8	1984	Confirmed	Stuart Richards, Surrey
9	1952	Confirmed	Aaron Norris, Australia
10	1933	Confirmed	Rob Pierce, Salisbury

WETRIX

CLASSIC MODE (PAL)

1	42,127,904	Confirmed	Tom Cock, Twyford
2	17,783,200	Confirmed	Coryn White, Middlesex
3	11,475,981	Confirmed	Chung Wong, Telford
4	10,736,294	Confirmed	Simon Dowrick, Lancashire
5	10,416,959	Confirmed	Sarah Margle, Herts

DIDDY KONG RACING

(PAL)

Ancient Lake			
1	0'36"20	Confirmed	Stuart Richards, Surrey
2	0'38"40	Confirmed	Beckie Haskins, Southsea
3	0'40"60	Confirmed	Stelios Giamarelos, Greece
4	0'41"13	Confirmed	Orestis Giamarelos, Greece
5	0'42"03	Confirmed	Adam Charlton, Huntingdon
Fossil Canyon			
1	1'02"81	Confirmed	Stuart Richards, Surrey
2	1'06"53	Confirmed	Adam Charlton, Huntingdon
3	1'07"11	Confirmed	Stelios Giamarelos, Greece
4	1'08"33	Confirmed	Beckie Haskins, Southsea
5	1'08"54	Confirmed	Orestis Giamarelos, Greece
Hot Top Volcano			
1	0'53"93	Confirmed	Stuart Richards, Surrey
2	1'00"81	Confirmed	Stelios Giamarelos, Greece
3	1'01"96	Confirmed	Beckie Haskins, Southsea
4	1'02"95	Confirmed	Orestis Giamarelos, Greece
5	1'15"75	Confirmed	Richard Dunn, Lincolnshire
Jungle Falls			
1	0'41"70	Confirmed	Stuart Richards, Surrey
2	0'43"53	Confirmed	Stelios Giamarelos, Greece
3	0'43"65	Confirmed	Adam Charlton, Huntingdon
4	0'44"74	Confirmed	Orestis Giamarelos, Greece
5	0'45"66	Confirmed	Arthur Van Dalen, Holland

Walrus Cove			
1	1'30"35	Confirmed	Stuart Richards, Surrey
2	1'36"55	Confirmed	Adam Charlton, Huntingdon
3	1'37"10	Confirmed	Ciaran McDermot, Ireland
4	1'38"15	Confirmed	Beckie Haskins, Southsea
5	1'39"29	Confirmed	Stelios Giamarelos, Greece
Crescent Island			
1	1'06"43	Confirmed	Stuart Richards, Surrey
2	1'09"01	Confirmed	Stelios Giamarelos, Greece
3	1'10"57	Confirmed	Orestis Giamarelos, Greece
4	1'14"26	Confirmed	Ciaran McDermot, Ireland
5	1'14"31	Confirmed	Richard Dunn, Lincolnshire
Windmill Plains			
1	1'25"43	Confirmed	Stuart Richards, Surrey
2	1'33"67	Confirmed	Stelios Giamarelos, Greece
3	1'35"45	Confirmed	Adam Charlton, Huntingdon
4	1'36"61	Confirmed	Orestis Giamarelos, Greece
5	1'42"15	Confirmed	Ciaran McDermot, Ireland
Darkmoon Caverns			
1	1'42"60	Confirmed	Stuart Richards, Surrey
2	1'49"03	Confirmed	Richard Dunn, Lincolnshire
3	1'49"63	Confirmed	Beckie Haskins, Southsea
4	1'49"75	Confirmed	Adam Charlton, Huntingdon
5	1'52"21	Confirmed	Daniel Carlsson, Sweden



SNOWBOARD KIDS

(PAL)

Stunt Game			
1	9998	Confirmed	Stelios Giamarelos, Greece
2	9040	Confirmed	Ed Higgins, Essex
3	8940	Confirmed	Robert Hollinshead, Kent
4	7684	Confirmed	Matt Peck, East Sussex
5	7240	Confirmed	Olav Vassend, Norway
6	6944	Confirmed	T. Egerton-Jones, Liverpool
7	6572	Confirmed	Luke Porter, Belfast
8	6400	Confirmed	Rob Davies, Swansea
9	5520	Confirmed	Robert Gallagher, S'hampton
10	4852	Confirmed	Nader Kohbodi, N. Wales
11	4832	Confirmed	Tom Bridger, Surrey
12	4730	Confirmed	George Roberts, Middlesex
13	4682	Confirmed	Orestis Giamarelos, Greece
14	4680	Confirmed	P. Underwood, Middlesex
15	4568	Confirmed	Simon Shepherd, Sussex
Rookie Mountain	speed game		
1	00'26"46	Confirmed	Al Pierce, Salisbury
2	00'26"63	Confirmed	Alan Dundas, Arbroath
3	00'26"73	Confirmed	Kern Young, Somerset
4	00'27"03	Confirmed	Aaron Martin, Bristol
5	00'27"06	Confirmed	Orestis Giamarelos, Greece

Big Snowman	speed game		
1	01'38"33	Confirmed	Al Pierce, Salisbury
2	01'41"33	Confirmed	Alan Dundas, Arbroath
3	01'48"06	Confirmed	Aaron Martin, Bristol
4	01'46"40	Confirmed	Kern Young, Somerset
5	01'48"06	Confirmed	Evan Conway, Glasgow
Sunset Rock	speed game		
1	01'36"46	Confirmed	Kern Young, Somerset
2	01'36"50	Confirmed	Orestis Giamarelos, Greece
3	01'36"90	Confirmed	Stelios Giamarelos, Greece
4	01'38"96	Confirmed	Alan Dundas, Arbroath
5	01'53"70	Confirmed	Kris McCabe, Walsall
Night Highway			
1	1'29"76	Confirmed	Al Pierce, Salisbury
2	1'30"36	Confirmed	Graeme Robb, Scotland
3	1'30"66	Confirmed	Aaron Martin, Bristol
4	1'31"50	Confirmed	Guy Cotton, Essex
5	1'32"66	Confirmed	Alan Dundas, Arbroath
Grass Valley			
1	1'43"36	Confirmed	Al Pierce, Salisbury
2	1'44"86	Confirmed	Alan Dundas, Arbroath
3	1'45"23	Confirmed	Jon Stone, Devon
4	1'45"90	Confirmed	Guy Cotton, Essex
5	1'46"30	Confirmed	Aaron Martin, Bristol

Dizzy Land			
1	1'36"43	Confirmed	Al Pierce, Salisbury
2	1'36"76	Confirmed	Kern Young, Somerset
3	1'36"96	Confirmed	Aaron Martin, Bristol
4	1'36"96	Confirmed	David Mackie, Greenock
5	1'37"06	Confirmed	Graeme Robb, Scotland
Quicksand			
1	1'36"23	Confirmed	Aaron Martin, Bristol
2	1'36"56	Confirmed	Graeme Robb, Scotland
3	1'37"83	Confirmed	Alan Dundas, Arbroath
4	1'41"43	Confirmed	Billy Perry, London
5	1'42"40	Confirmed	Kern Young, Somerset
Silver Mountain			
1	1'45"26	Confirmed	Guy Cotton, Essex
2	1'45"40	Confirmed	Kevin Seeney, Suffolk
3	1'46"10	Confirmed	Aaron Martin, Bristol
4	1'46"23	Confirmed	Remco Smits, Holland
5	1'46"36	Confirmed	Kern Young, Somerset
Ninja Land			
1	00'22"96	Confirmed	Andy Palmer, Herts
2	00'23"83	Confirmed	Remco Smits, Holland
3	00'23"86	Confirmed	Thomas George, Bath
4	00'23"96	Confirmed	Jon Stone, Devon
5	00'23"96	Confirmed	Kevin Seeney, Suffolk

WAVE RACE 64

(PAL)

Sunny Beach			
1	1'10"103	Confirmed	Stuart Richards, Surrey
2	1'10"297	Confirmed	Steven Astley, Wigan
3	1'11"021	Confirmed	Nicholas Dyer, Surrey
4	1'14"753	Confirmed	Thomas McAlinden, Lurgan
5	1'14"830	Confirmed	Tatu Luostarinen, Finland
Stunt Mode, Dolphin Park (Any version)			
1	71959	Confirmed	Sam Turnbull, West Sussex
2	66441	Confirmed	Yvo van der Smoek, Holland
3	41841	Confirmed	Piet Dem Dulk, Holland
4	41630	Confirmed	Orestis Giamarelos, Greece
5	41623	Confirmed	Steven Astley, Wigan
Glacier Coast – Time Trial			
1	1'34"044	Confirmed	Stuart Richards, Surrey
2	1'35"018	Confirmed	Yvo van der Smoek, Holland
3	1'36"554	Confirmed	Jan-Erik Spangberg, Sweden
4	1'36"825	Confirmed	Orestis Giamarelos, Greece
5	1'36"883	Confirmed	Stelios Giamarelos, Greece
Glacier Coast – Stunt Mode			
1	65951	Confirmed	Yvo van der Smoek, Holland
2	62199	Confirmed	Aaron Carroll, W.Yorks
3	61767	Confirmed	Norman Obeseki, Leeds
4	60120	Confirmed	Steven Zwartjes, Holland
5	58860	Confirmed	Piet Dem Dulk, Holland

(NTSC)

Sunny Beach – Time Trial			
1	1'02"694	Confirmed	Chris Murphy, Manchester
2	1'03"755	Confirmed	William Lam, Bristol
3	1'04"726	Confirmed	Dilpesh Varsani, London
4	1'05"478	Confirmed	GK, Darlington
5	1'05"68	Confirmed	Bruce Robertson, Perth

YOSHI'S STORY

(PAL)

1-1			
1	6254	Confirmed	Rubeń Larsen, Norway
2	6183	Confirmed	Daniel Dunn, Lincolnshire
3	6156	Confirmed	Steven Taylor, Cheshire
4	6122	Confirmed	Piet dem Dulk, Holland
5	6011	Confirmed	James Walton, Richmond
6	5928	Confirmed	John Heelham, Manchester
7	5904	Confirmed	Gabrielle Murphy, Dublin
8	5786	Confirmed	Richard Davies, Rotherham
9	5704	Confirmed	Amanda Ward, Manchester
10	5696	Confirmed	Billy Grosdanis, Greece
1-2			
1	6238	Confirmed	Andrew McGrae, Southport
2	6041	Confirmed	Daniel Dunn, Lincolnshire
3	6016	Confirmed	Bonny Qvistorff, Denmark
4	5704	Confirmed	Alison Lennox, Argyll
5	4989	Confirmed	Marc Pilsbury, Bedford
2-1			
1	6290	Confirmed	Andrew McGrae, Southport
2	6142	Confirmed	Daniel Dunn, Lincolnshire
3	6107	Confirmed	Bonny Qvistorff, Denmark
4	6093	Confirmed	Piet dem Dulk, Holland
5	5557	Confirmed	Kris McCabe, Walsall

3-2			
1	5940	Confirmed	Andrew McGrae, Southport
2	5891	Confirmed	Bonny Qvistorff, Denmark
4-1			
1	5918	Confirmed	Daniel Dunn, Lincolnshire
2	5899	Confirmed	Andrew McGrae, Southport
3	5831	Confirmed	Bonny Qvistorff, Denmark
5-3			
1	6424	Confirmed	Daniel Dunn, Lincolnshire
2	6421	Confirmed	Andrew McGrae, Southport
3	5883	Confirmed	Bonny Qvistorff, Denmark
6-4			
1	5916	Confirmed	Andrew McGrae, Southport
2	5783	Confirmed	Daniel Dunn, Lincolnshire
3	5732	Confirmed	Bonny Qvistorff, Denmark
Total Score			
1	37424	Confirmed	Daniel Dunn, Lincolnshire
2	36704	Confirmed	Andrew McGrae, Southport
3	36149	Confirmed	Gabrielle Murphy, Dublin
4	35460	Confirmed	Bonny Qvistorff, Denmark
5	34546	Confirmed	Andrew Mills, Londonderry

How to enter

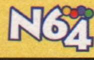
Remember, you need to send in a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to: **I'm the Best, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW**

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them.

And remember, each issue has to be completed far earlier than you could ever imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

WANTED! BANJO TIMES









To advertise in N64 call Tarik Browne on 01225 442244







Seen something odd or just sussed something out? James is sat quietly, waiting for you to tell him all about it.

Club 64, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW Fax: 01225 732275, e-mail: n64@futurenet.co.uk

Each month, the Star Letter wins three Gamester new-style G64 joypads (LMP 01992 503133). All other letters printed win a prized N64 badge!



N64 STAR LETTER

"Kick in the pants"

I'm writing to express my concern for the N64's future. Don't get me wrong, I've got no problems with the machine itself, it's a great console with some great games.

My concern is the imminent arrival of the 128-bit Dreamcast console from, dare I say it, Sega. Due for a Japanese release in November, if it makes its proposed sub £200 price point, it will provide some very stiff competition on the home console market.

If Nintendo are to react to the 128-bit threat, they need to cut out the constant delays on projects such as the 64DD, and games such as *F-Zero X* and *Zelda 64*. Maybe this November will be a kick in the pants for Nintendo and we'll start to see them re-establish themselves as the kings of the home console market.

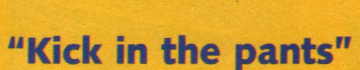
James Stripe, Kineton

Dreamcast? Sega have worked hard to steal every single idea they can and throw it into their new project. dual analogue and digital control, PDA's, controller packs – even the colour of the buttons are a rip off of Nintendo's pads. Now they've done the easy bit, though, Sega are going to find that consoles sell purely on the quality and originality of their games, not their power to shift polygons.

And where are Sega's games going to come from? Their in-house staff are great at arcade titles but, while these look pretty good at home for a while, you soon realise they were always designed purely with the arcade in mind – made to hold your interest for five to fifteen minutes not hours, weeks and months. As for the third-party publishers that have expressed interest in Dreamcast, they're only keen because the machine is easy to port PC games to. And remember how every developer on earth said they were going to write for the N64 back when it was announced? Most of them still haven't produced a thing. As Howard Lincoln says on page 42, third parties are really only interested in established platforms, not brand new ones.

Nintendo has always been the home of originality and innovation. Practically every major advance in gaming has been made by the big N. Sega got lucky with Sonic – and that's been about it

Mega CD, 32X, Multi Mega, Game Gear, Nomad and Saturn. Still worried about Sega? Stop laughing at the back. **Ed**



Correction corner

Called to account once again...

In your guide to *Banjo-Kazooie* (issue 19 of **N64** Magazine*)*, you said that there were notes hidden in Gnawty's cave in the Winter room. I've spent ages looking for them and can't find any. They can only be found in the cave in Autumn.

Robert Tyler, Leicester

Sorry. **Ed**

Your *Banjo* guide, then. I've found the Jinjo positions are a bit confused for Click Clock Wood. The Jinjo standing on the pile of leaves is in Autumn and the one on top of the Mumbo's Hut is in Winter. Apologise!

Tim Waring, London

Thank goodness we got it right in the Double Game Guide. **Ed**

In issues 18, 19 and 20 your reader advertisement form says "Please write your add". This is unacceptable.

Ben Carr, Churchtown

This disgraceful error has now been corrected. We're really sorry. No, really we are. **Ed**

I feel it is my duty to point out a mistake which appeared in issue 19's Correction corner. Bruce Carolges' letter mentioned goblins invading the screenshots on page 26 but in fact, it was page 126!

Jonathan Chamberlain, Melksham

Goblins' revenge. Or my bad typing. One or the other. **Ed**

"Different layout"

I was watching the intro sequence on *Banjo-Kazooie* the other day and I saw something strange. On the rolling demo of the levels, I noticed that the Freezeezy Peak section seems to show a different layout to the way the world actually is. Why?

Grant Archer, Tamworth

The snow section on the intro is from the Winter season in Click Clock Wood, not from Freezeezy Peak. Leastways, after ten minutes of watching the intro, I didn't see anything from Freezeezy... **Ed**

"Threaten"

In *Banjo-Kazooie*, I've found that Bottles will actually threaten to erase your game saves if you annoy him too much. When you start a new game, tell Bottles that you don't need his help and then keep pressing B at any of his molehills until he threatens you and starts his countdown.

He might do it after his count-down but, having nearly completed the game, I haven't the guts to try it. None of my friends want to either so could you do it for us?

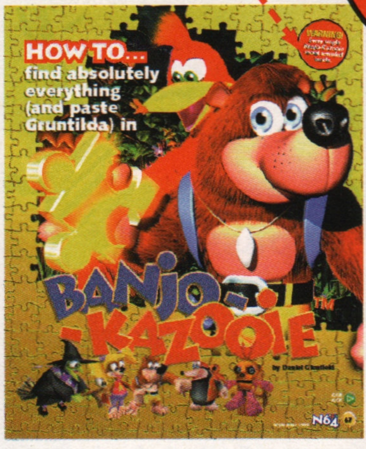
Chris Lewis, via e-mail

Risking Wil and Daniel's game saves (well I wouldn't risk my own), I taunted Bottles until he threatened me with his countdown routine. Just before he got to "one", though, Kazooie jumped in and bottled it (as it were). When I tried to bait Bottles again, he just told me to get on with rescuing Tootie. Bluffer. **Ed**

"Not criticising"

I'm not criticising your magazine (*Wise move* – Martin) but I'd like to make a suggestion/observation. I don't know about anyone else but, when I spend my hard-earned cash on a game, I don't want to complete it too quickly. This policy isn't helped by your habit of producing game guides in the very next issue after your review. I bought *Banjo* about 15 days before issue 19 came out with its complete solution. As I'm sure everyone knows, once you've looked at a game guide, you can't help but read it, which means you finish your game far sooner than you'd like.

When *Zelda* comes out, I hope you won't be doing a guide for at least three months. I don't want the BEST GAME ON EARTH to be spoilt.
Joshua Bayley, Audley



WARNING! Every single Banjo-Kazooie secret revealed inside.

At the beginning of the Banjo *guide there was a big flash warning people who didn't want to know too much about the game, not to read the section. You see, the only way we can be certain of providing the information that frustrated gamers might want is to guide the whole game. To try and prevent what happened to you, we also included a 'Contents' guide allowing gamers to skip straight to the section they needed, rather than leafing through and catching sight of something they didn't want to see.*

We thought long and hard about covering Banjo in such depth (23 pages), but we felt it was such an important game, it deserved the space. Even if you take those pages away, it still leaves 109 or so packed with reviews, previews and other things – which is still more than a lot of other magazines around.

As for Zelda, we'll try and strike a happy balance between providing as many hints and tips as we can, and avoiding spoiling anyone's enjoyment of, what will be, a stupendous game. We're carefully considering it right now, and we'd welcome any suggestions. **Ed**

"Just a con"

On the back of my *GT 64* box it says that there are 12 tracks in the game, but I can only find six. Are there really 12 tracks or is it just a con?
Jamie Russell, Oundel





There's a mirror mode in the game which allows you to race on mirror images of the existing six tracks. GT 64's advertising men seem to think this allows them to double up the track count from six to 12. Seems a bit of a con, but none of us wear red braces or are called Rufus. **Ed**

Dr Kitts' Game Clinic

Your questions answered by N64's King of Hard Stares – Martin.

NEW!

My friend has a copy of *WWF Warzone* and when he plays in the Challenge Mode he quite often gets another wrestler breaking into his fights. On my game this hasn't happened yet. How can I get it to work?
Gavin Doughty, Preston

Lifting his eyes from his large encyclopaedia of Amusing Deaths, Dr Kitts replies:



I expect your friend is accidentally hitting the Backup codes. These allow you to call for another wrestler's assistance in a fight, and they're all printed on page 94.

I've just completed *Banjo-Kazooie* with all 100 jigsaws and 900 notes, and seen the three secrets Mumbo shows you in the end sequence (the island, door and ice key). Mumbo mentions something about these bits being saved for the next game *Banjo-Tooie*, but that can't be right can it? It's not fair. I want those secrets now. Tell me how to get them.
John Wells, Norwich

Raised by his bleeper Dr Kitts replies wearily:

I'm afraid Mumbo is telling the truth. It seems the only way to access these areas is to wait for the sequel to Banjo-Kazooie. *How Rare are going to work this remains a bit of a mystery (a new cart with two slots, maybe? Or just an incredibly complex code – we'll get an answer soon) but it looks as if you'll definitely have to wait.*

Have you got a gaming problem? Get it cured on the NHS by writing to: *Dr Kitts' Game Clinic, N64 Magazine, 30 Monmouth Street, Bath, BA1 2BW.*

"In touch"

While reading Romeo and Juliet, I came across this: "Superstition attributed tangled and matted human hair to the action of Elves." This confirms it – Wil 'FuSoYa' Overton is in touch with supernatural spirits beyond the realm of human understanding. The boy is blessed.
Peter King, Rustington

I think the lack of a comb is nearer the mark, but still... **Ed**

"Mean programmers"

I have been studying *GoldenEye* very closely. I bet you didn't know that the furthest a guard has been set to walk by those mean programmers at Rare is on Surface 2. It takes the guard nine minutes 35 seconds to make his patrol and he takes 1,039 steps to repeat his journey. This is a proven fact!
Craig Silcocks, Trowbridge

DREAM ON

Games you want to see, seen!

Flight Sim

I think if the N64 was used to its full potential, then a flight sim would be a big hit. It would combine amazingly smooth visuals, massive levels and options for a four-player dog-fight – like *GoldenEye* but in the air.

The one-player game would start with a training mission in a simulator. Once you had proved yourself there, you'd move on to a small training jet before starting the proper missions. There would be four of these on each level – some where you are flying super-fast jets and some where you have to drop cargo on specific targets from the back of a Hercules.

After completing all the missions, there would be two bonus levels. One set in World War II and one in the future with massive skyscrapers and supersonic planes. We think this would make a terrific game.
Simon Gill & Jack Croft, Penrith

Pilotwings was a pretty good flight simulator, but a bit more shooting in it would probably have helped its sales. Aero Fighters Assault was just plain dump, so yes, there's plenty of room for improvement. **Ed**

X-Men 64: Lost Powers

X-men 64 Lost Powers is a 3D beat-'em-up like *Fighting Force* and *Tomb Raider*. Firstly, you choose the game you want; one-player, co-operative or death match. Then you choose your players out of Rogue, Storm, Jubilee, Jean, Cyclops, Wolverine, Gambit and Beast. Then you begin your death match or the main game. In the main game, you start in the city at night wearing everyday clothes. Then you get a call from Professor Xavier, telling you that the mansion is being destroyed by Juggernaut and Maneto. You head off to the mansion but get attacked by an anti-mutant gang. You have to fight them off before you can get back to the mansion. When you finally get there, it's too late because Magneto and Juggernaut have destroyed the mansion and kidnapped all the X-men.
Laurence Jenkins, Hereford

Yeah, that sounds great, Laurence. We like a bit of X-Men here at N64. Especially if it involves "anti-mutant gangs" and, er, all that other stuff. Your idea was pretty specific about what was going to happen, though. Maybe players need to be surprised more! **Ed**



BONUS LETTERS

Why haven't we seen a picture of Paul's plant recently? Have you killed it?
George Whittaker, Bedford

*On the contrary, Paul's Plant is alive, and well, and currently living with a foster parent due to adverse light conditions in the **N64** office.* **Ed**

I was playing on *World Cup '98* and I somehow managed to get a throw-in from the goal line. Has it happened to anyone else?
Guy Bailey, Great Yarmouth

That's what you get from a football game programmed by (whisper it) Canadians... **Ed**

Am I the only person to notice that the design on the red flight pads in *Banjo-Kazooie* looks suspiciously similar to a cannabis leaf? Could this be the secret of Rare's warped genius?
Andrew Kitchener, Great Yarmouth

We asked Rare about this but all they could do was giggle. Very strange. **Ed**

How do you get a letter published in the Bonus Letters section, then?
Harry Carr, Fleet

Not telling. **Ed**

In issue 12, page 74, how did you get the date 31/1/98 in the picture if the issue was on sale on the 28/1/98?
R Davies, Rockingham

Wil and Paul conspired to fake that picture. The camera never lies, eh? Not when those two are around. **Ed**

Could you please tell me how old Andrea is?
Lionel Laurent, London

A month older than me. **Ed**

There's not a lot to do in Trowbridge, is there? **Ed**

"Whey-hey!"

I've broken the world record for *Mario 64* again! This time I've done it in two hours and 22 minutes, taking me all the way to the end of the 70 star credits. I've enclosed a video tape as proof this time around so there you go, I've officially broken the record! Whey-hey!
Simon Gower, Combwich

Okay, well done. We'd like to run the SM64 thing as a proper I'm the Best league, but sitting through two hours of video proof is taking up too much of our time. Case closed here – let's move onto Banjo. **Ed**

"Read Norwegian"

I found an article on developers Innerloop in Dagbladet – Norway's tabloid newspaper. As you've mentioned this group a couple of times in 'An ear to the ground', I thought it might be of interest. I take it you don't read Norwegian, so I've translated a short summary for you...
"Playing themselves rich!
Six boys in their 20s are the creators of the computer game *Joint Strike Fighter* and have made between 70 and 80 million crowns (5.5 to 6.5 million pounds) in two years. Innerloop was founded in 1996 and the six boys have learned all they know about computers by themselves.

The company started with two computers, discovered a new way of making game graphics and presented it to the big companies in the USA. To afford to send a man over to America, they had to sell one of their precious computers.

They signed a contract with Eidos who wanted a flight game. Innerloop co-operated with the Pentagon, Boeing and Lockheed Martin, and spent about 15 months working on the game."

They go on to reveal that they are making two new action games that will appeal to a much wider audience. Could either of these be the N64 game you were talking about?
Erik Amit Nordlie, Norway



Leker seg rike

Disse guttene i 20-årsalderen har blitt millionærer foran dataskjermen. Etter at de laget dataspillet «Joint Strike Fighter» har de bransje i enorm vekst.

Norske datagründere med million-suksess

Fattig start

Full klaff

Thanks for the article. One of Eidos' current N64 projects is indeed coming from Innerloop. It's an extreme sports simulator (parachute jumping, snowboarding and the like) and – from the extremely short video clip we have seen – makes excellent use of the groups proprietary landscape technology. It looked lovely. Eidos are as vague as ever about a release date, though – next year some time is all they'll commit to. **Ed**

"Evil passport"

Warning! Do not buy the N64 Passport! My mate was going away on holiday and before he did, I took around *GoldenEye 007* and *Wave Race 64* (both PAL) for him to put in his Japanese N64 so he could stick on some of the cheats. But did the

So tell me this

1) How much will **Zelda** be in the UK when it arrives?
2) Which is best, **V-Rally** or **Top Gear Overdrive**?
3) When will they be here?
4) How much will they be?
John Simons, Lincoln

1) £49.99
2) V-Rally *looks better, has more tracks and better cars.* TGO *has got a four-player mode (instead of* V-Rally*'s two). They're about equal for speed and car handling. We don't know for sure, but we reckon* V-Rally *will score more highly.*
3) November 27 for V-Rally. *Before Christmas for* TGO.
4) Both £39.99.

Some Konami orientated questions for you:

1) Will the turn-based combat system in **Hybrid Heaven** move faster than **FFVII's** slow effort?
2) Do Konami still have the **Turtles** licence?
3) Any chance of an N64 update of the old NES ice-hockey game **Blades of Steel**? Maybe Major A could handle it?
4) Will we ever see a **Contra** game on the N64 or an update of **Cybernator**?
Peter Kinsella, Ireland

1) When we played it at ECTS, it seemed to nip along quite quickly and was far faster than FFVII's. *It was also pretty challenging – Tim and I kept getting beaten to a pulp, to be honest.*
2) They've let that one lapse now – the Turtles *aren't the marketing force they once were.*
3) Unlikely. American sports sims seem to be the domain of EA and Acclaim these days.
4) No plans as yet.

1) In issue 10, you said the Silver coin challenge on Space Port Alpha in **DKR** took you over a day to complete. It took me minutes. Am I a gaming genius?
2) Is there going to be an adaptor so that you can have more than four players at one time?
3) How is it possible to do the Footrace with Koopa the Quick in 0'00"0?
Arun Rao, King's Lynn

1) A number of people have asked this. The cart I reviewed DKR *from was a pre-production version lent to us by Rare themselves. By the time the game came out, games testers had decided that this Silver Coin Challenge was too difficult and Rare modified it slightly to lighten it up. You probably still are a gaming genius, though.*
2) Nope. However, Micro Machines 64 *will have an eight-player mode, probably using a complex system of pad sharing.*
3) Check out the letters page in issue 19.

Send your N64-related questions to 'So tell me this', **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW.

cheats work? Oh no. The screen was flickering so much, it was difficult to tell what was going on, but we eventually worked out that the cheat options screen had disappeared.

Later, after I had calmed myself down, my mate lent me his American copy of *Shadows of the Empire*. But that – evil – N64 Passport just made the screen flicker up and down.

Colin Farr, Bromley

Your first problem is true of all convertor carts. The game you use as a 'key' (the one that slots into the back of the cart) will always have its game saves wiped. Occasionally, if the game you actually want to play has games saved on it, they will be wiped too, although usually only the first time.

The second problem is probably something to do with the connection to your TV. If you use the RF connector that comes bundled with the N64 together with the Passport, the chances are that you will get screen flickering (the signal the Passport and N64 send out isn't a perfect PAL conversion). To get around this, you need to get yourself an N64 to SCART, composite or S-Video lead (prices start at around £7). You can buy these at most shops that stock N64s. For a full rundown of convertor carts, check out issue 16, page 82.

We've not had any significant problems with the Passport. However, the codes to get new games working aren't appearing very quickly on the Internet, which is a bit of a shame. **Ed**

"Just me?"

Is it just me who can't find the Cylinder Bomb Thrower that you mentioned in your *GoldenEye* review in issue 10? I have the All Weapons cheat, but I still can't find that CBT. Where is it?

John Rogers, Coventry

Ah well, a bit of a confession to make here. Somehow, when we were listing the guns available in GoldenEye, we managed to confuse the whole grenades/grenade launcher (with cylinder feed) thing and made up an entirely new weapon – the Cylinder Bomb Thrower. This was a complete hallucination on our part for which we apologise humbly. Our only excuse was that we'd obviously been playing far too much GoldenEye (in order to finish the game in time to write the review) and we were all extremely short of sleep, and brain power.

No Cylinder BombThrower, then. Sorry to anyone who's wasted time looking for it. **Ed**



The N64 Magazine BOARD

The N64 Board takes a rest this month as we bring you the results of our anime competition.

Tight shorts. And how does she feed that tail in properly when she's climbing into them? Who knows.

We limited the length of the entries to 10 panels. This middle one's probably cheating but we liked it a lot.

Vidi Amin RESULT!

Back in issue 17 we asked you to send us a short cartoon strip. Why? Well there were videos up for grabs, if you remember – the latest episodes of ***Neon Genesis Evangelion*** and (ahem) ***Dirty Pair Flash***.

Well, the closing date has been and gone and we're now pleased to announce the winner. The ten panel story you see here was drawn by Jukka Piira from Helsinki in Finland, and, in the opinion of Wil and James, was the, er, best. The story's a little hard to follow, but we loved the large middle panel. Why the tail? It's a Finnish thing, maybe.

Runners up!

We had loads of brilliant entries and picking the winner wasn't easy. The four people who came closest to the top spot (and who also win videos) were:

Lee Maile – with his gory view on how **N64** Magazine recruits its staff.

Rob Pierce – for his largest and most colourful compo entry to date.

Gavin Emery – for turning James, Andrea and Tim into anime super-heroes,

and D Wescot – for making James' eyes water.

Highly commended

Such was the standard of entries we didn't feel we could let these people go without an **N64** badge.

Congratulations to:

Alex Smith, Michael Pflaumer, Bryan Hartzheim, Andrew Brimble, Valentÿn Krätke and Alan Monaghan.

N64 MAGAZINE DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

DON'T EVEN FIX A PRICE 64
Other Side Soft | *£Ooooh* | N64 8 ● 94% ● JB

You're a grunt. A cog in the system. Then one day you're promoted. To a more important grunt. Push those ideas up above your station.

Extra points are awarded if you manage to tell someone off for making an honest mistake. And hairstyles win prizes, so make sure you still look like Johnny Rotten did. In the 70's.

- **The game's name**
- **Its publisher**
- **A summary of our review**
- **The best tip or cheat, and any issues that we've done guides**
- **How much it costs**
- **The issue we reviewed it in**
- **Score**
- **The reviewer's initials (see next door)**

N64 reviewers

JA = James Ashton
JD = Jonathan Davies
MH = Marcus Hawkins
TW = Tim Weaver
WO = Wil Overton
ZN = Zy Nicholson
JS = Jon Smith
JN = Jonathan Nash
JB = Jes Bickham
TT = Tim Tucker
ME = Max Everingham
DM = Dean Mortlock
JP = James Price
SJ = Steve Jarrat
MK = Martin Kitts

UK Games DIRECTORY

Aero Fighters Assault



Konami | *£55* | N64 16 ● 58% ● MK

Good in spells, but flawed and disappointing at length, *AFA* feels realistic enough but is too dull, too often.

To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

Aero Gauge

ASCII | *£55* | N64 17 ● 10% ● MK

A real stinker of a *Wipeout* clone with game-affecting pop-up, cheating computer opponents, and terrible controls.

If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

All Star Baseball

Acclaim | *£40* | N64 19 ● 84% ● TW

A meticulously realistic baseball sim, with excellent hi-res graphics and ultra-detailed gameplay. The Americans adore it.

Enter ATEMYBUIK at the cheat menu and choose Alienapolis as your stadium. Let the abductions begin!

Automobili Lamborghini

Titus | *£50* | N64 10 ● 67% ● TW

It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.

Banjo-Kazooie

Nintendo/Rare | *£50* | N64 18 ● 92% ● JA

Rare's mastery of the N64's hardware is once again demonstrated in this vast, stunningly beautiful, and supremely playable *Mario*-alike.

When you've finished the game with all 100 jigsaw pieces, go back to Banjo's house and look at the pictures on the walls to access a cheats sub game.

Bio Freaks

GT | *£50* | N64 20 ● 76% ● JA

Arm-ripping beat-'em-up with excellent graphics, but a little bit shallow on the gameplay front. Fun for a blast every now and then.

During a fight, hold Left on the D-pad and press start to switch to a first-person view.

Blast Corps

Nintendo/Rare | *£50* | N64 5 ● 88% ● JS

Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

*Full Blast Corps guide in **N64**/8. ● Double Game Guide + on the cover of issue 16.*

Bomberman 64

Hudson/Nintendo | *£50* | N64 8 ● 50% ● ZN

Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.

*Have a gander at Zy's review in **N64**/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any.)*

Buck Bumble



Ubi Soft | *£50* | N64 20 ● 70% ● JP

Dodgy graphics and unconvincing controls, but not the worst shoot-'em-up we've ever played. Try before you buy.



*See **N64**/22.*

Bust-a-Move 2

Acclaim | *£40* | N64 17 ● 80% ● JA

Don't be put off by its dodgy graphics. One of the best puzzle games in the world, and certainly the finest so far on the N64.

Cancel all engagements for the next month or so, prepare yourself a selection of snacks and barricade yourself in. This'll eat up your time like no other game.

Chameleon Twist
Ocean £60 N64 10 ● 70% ● JD

There are thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not that hard.

When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.

Clayfighter 63⅓
Interplay £50 N64 9 ● 24% ● JB

Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

Chopper Attack
GT £50 N64 20 ● 81% ● JP

A simple yet engrossing helicopter shoot-'em-up, very much in the *Desert Strike* tradition, and with good replay value.

On the 'press start' screen, press Top-C seven times to access the hidden level select option.

Cruis'n USA
Nintendo £35 too much N64 13 ● 24% ● TW

Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.

Cruis'n World
Nintendo/Midway £40 N64 20 ● 38% ● TW

Why Nintendo chose to put their name to this appalling sequel to one of the N64's worst games is a mystery of Area 51 proportions.

Get more than 20 points on championship mode and you can change the colour of your car with the L and R buttons.

Dark Rift
Vic Tokai £60 N64 9 ● 69% ● JD

Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

Diddy Kong Racing
Nintendo/Rare £50 N64 10 ● 90% ● JA

This game is huge (40 tracks), a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

*For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!". ● Guides in **N64**/11, 13 & 14 and Double Game Guide + no 1.*

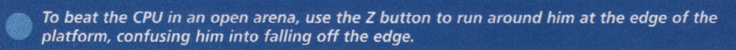
Doom 64
GT £60 N64 7 ● 77% ● JA

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

*At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. ● Other tips in the review, **N64**/3&7.*

Dual Heroes
Bitwave/Hudson £55 N64 17 ● 50% ● MK

Stashed full of innovative features, like the ability to train the computer to fight in your style. Sadly it's ruined by some terrible AI.



To beat the CPU in an open arena, use the Z button to run around him at the edge of the platform, confusing him into falling off the edge.

Duke Nukem 64
GT £55 N64 10 ● 85% ● TW

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. ● Cheats in issue 15.

Extreme G
Acclaim £60 N64 9 ● 87% ● TW

Never likely to displace *Wipeout 2097* as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

*Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in **N64**/12.*

F1 Pole Position
Ubi Soft £60 N64 7 ● 71% ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.

F-1 World Grand Prix
Nintendo/Paradigm £50 N64 20 ● 93% ● JA

Astonishingly realistic, visually stunning racing sim that really shows off the power of the N64. This *is* Formula One.

Select an exhibition and change D. Williams' last name to Vacation to access the secret Hawaii circuit.

FIFA 64
Electronic Arts £60 N64 2 ● 39% ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

FIFA '98 The Road To The World Cup
Electronic Arts £60 N64 10 ● 83% ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the World Cup '98 version.

*Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in **N64**/13 and Double Game Guide + no. 1*

Fighters Destiny
Ocean £55 N64 13 ● 86% ● JB

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, our *Tekken*.

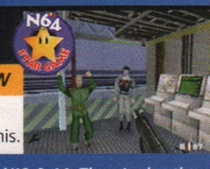
*Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in **N64**/14.*

Forsaken
Acclaim £60 N64 16 ● 87% ● MK

A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

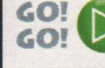
To open up an alternative route, try tearing through the first level in under two minutes 30 seconds.

GoldenEye 007
Nintendo/Rare £50 N64 9 ● 94% ● TW



Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

*● Check out I, Spy, the free MI6 giveaway in **N64**/9 and tips in **N64**/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.*



GT 64

Ocean | **£55** | **N64 7 ● 67% ● TW**

Handles reasonably well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for. Nice initials, mind you.

Winning the championship in 24 laps-per-race mode will allow you to play the secret track.

Hexen

Midway | **£60** | **N64 5 ● 69% ● JD**

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

Iggy's Reckin' Balls

Acclaim | **£40** | **N64 19 ● 56% ● MK**

This puzzle offering from Iguana looks nice but plays blandly. Push left or right and watch the CPU opponents win every time. Dull.

At the start screen, open the cheat screen by pressing R and Z. Now, type THEUNIVERSE for all worlds and HAPPYHEADS for all characters.

Int. Superstar Soccer 64

Konami | **£60** | **N64 3 ● 92% ● TW**

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

*For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in **N64**/4 & 14.*

ISS '98

Konami | **£40** | **N64 20 ● 92% ● MK**

Enhanced and updated from the original game and, now more than ever, the finest football game in the world.

If the computer is calling tactics for you, follow them as closely as possible for the best results.

Killer Instinct Gold

Nintendo/Rare | **£55** | **N64 3 ● 62% ● MH**

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

*To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in **N64**/1 and in the review in **N64**/3.*

Kobe Bryant in NBA Courtside

Nintendo | **£40** | **N64 18 ● 90% ● MK**

Fluid gameplay, sharp graphics, and a very simple control system make *NBA Courtside* the best ever basketball game.

Hold L whilst selecting a pre-season game to activate the three, secret super teams.

Lylat Wars

Nintendo | **£60** | **N64 8 ● 91% ● JN**

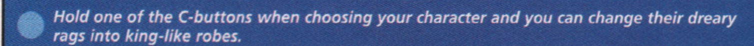
Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.

*Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in **N64**/8 and **N64**/9 and Double Game Guide + no. 2 (free with issue 13).*

Mace: The Dark Age

GT | **£60** | **N64 9 ● 81% ● JB**

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.



Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.

Madden 64

Electronic Arts | **£55** | **N64 10 ● 92% ● TT**

The *Madden* series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

Mario Kart 64

Nintendo | **£50** | **N64 4 ● 91% ● JD**

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

*At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4 and Double Game Guide + no. 2 (with issue 13).*

Mischief Makers

Nintendo/Treasure | **£50** | **N64 8 ● 90% ● JB**

It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

*Check out our extensive guide to making mischief mischievously in **N64**/12. You won't regret it. Nosiree.*

Mission: Impossible

Infogrames | **£55** | **N64 19 ● 75% ● TW**

After years of waiting, horrendous AI, a clunky engine and jerky controls lets *Mission* down badly. Promising, but poorly executed.

Remember to continuously access your objectives as, throughout a single mission, they can change, and be added to, without prior warning. Nasty, that.

MK Mythologies

GT | **£Too much** | **N64 11 ● 9% ● JD**

Disturbingly bad, this could only be less enjoyable if it squirted sulphuric acid into your face. Hate it till you can hate no more.

Creep along in that sideways spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

Mortal Kombat 4

GT | **£50** | **N64 20 ● 84% ● JP**

Figures suggest that 97.4% of the world's population has, at one time or another, played a version of *MK*. This one's the best yet.

On the options screen, highlight continue and hold run and block for about 10 seconds to get the cheats menu.

Mortal Kombat Trilogy

GT | **£60** | **N64 1 ● 34% ● TW**

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

*For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.*

Multi Racing Championship

Ocean/Imagineer | **£55** | **N64 8 ● 71% ● JD**

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with *Top Gear Rally*, it's also far too easy.

*Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.*

Mystical Ninja starring Goemon

Konami | **£60** | **N64 14 ● 90% ● TW**



There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

*Check out the review in **N64**/14 and a complete walkthrough of the game in **N64**/15 and 16.*

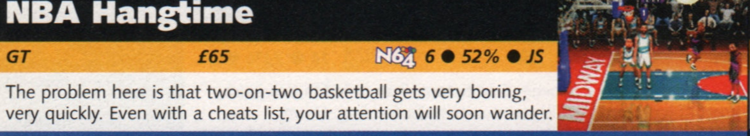
Nagano Winter Olympics



Konami £65 N64 12 ● 32% ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all supremely boring. Still, if you're having trouble sleeping…

To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.



NBA Hangtime

GT £65 N64 6 ● 52% ● JS

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

*Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64/3** for a complete list of names.*

NBA Pro '98

Konami £55 N64 14 ● 71% ● JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you *really* like basketball?

The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

NFL QuarterBack Club '98

Acclaim £50 N64 10 ● 86% ● TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

When you're on the fourth and down, try getting your, erm, you're… (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver… Oh, whatever.

NHL Breakaway

Acclaim £60 N64 14 ● 62% ● DM

Little excitement and a dearth of originality. There's nothing here that hasn't been done better in *Wayne Gretzky*.

Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.

Olympic Hockey Nagano '98

GT £50 N64 15 ● 60% ● MK

Cheap, cynical cash-in on an event that generates only total indifference in the UK. The proper Gretzky games are much better.

*Check out **N64/5** for loads of tips for the original Wayne Gretzky's 3D Hockey which also apply to this unsubtle con trick.*

Pilotwings 64

Nintendo £50 N64 1 ● 89% ● TW

A supreme example of how to harness the N64's immense potential. Up, up and away.

The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

Quake 64

GT £60 N64 15 ● 79% ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.

Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

Rampage World Tour



GT £40 N64 16 ● 54% ● MK

This conversion of the age-old arcade classic is fun and brings back fond memories. But, ultimately, it's an expensive and limited outing.

To achieve the highest total of points, jump up on top of the buildings and knock them down to the ground.

Robotron 64

GT £50 N64 12 ● 75% ● JN

An entertaining update of the classic arcade shoot-'em-up, but it's more than a little repetitive if you're not a committed retro fan.

On the options screen, enter the following code to activate Game Boy mode: Up, Down, Right, Left-C, Down, Up, Left, Right-C, Up, Down.

San Francisco Rush

GT £60 N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air, multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

Shadows of the Empire

Nintendo/LucasArts £55 N64 1 ● 78% ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

*To see the end sequence, enter your name as _Credits (case sensitive). ● Challenge Point guides in **N64/2** and **N64/3**.*

Snowboard Kids

Nintendo/Atlus £40 N64 14 ● 86% ● JA

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

*Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● There's a complete guide and a list of special moves in **N64/15**.*

Super Mario 64

Nintendo £50 N64 1 ● 96% ● ZN

Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

*Loads of tips in our review in **N64/1**. ● '20 most-asked questions', **N64/1**, **N64/2**. Guides in **N64/2**, **N64/3**, **N64/4**, **N64/5**. ● Double Game Guide + no. 4 (free with issue 15).*

Tetrisphere

Nintendo £40 N64 13 ● 69% ● SJ

Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

Top Gear Rally

Nintendo/Boss £55 N64 8 ● 86% ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

*Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Game tips in the review **N64/8**.*

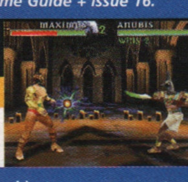
Turok: Dinosaur Hunter

Acclaim £40 N64 1 ● 91% ● TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

*At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Cheat listing Tips Extra **N64/2**. ● Key-finding guide in **N64/2**. ● Game Guide + issue 16.*

War Gods



GT £50 N64 4 ● 46% ● JA

Vile characters, half-hearted moves and ludicrous end results. So, all in all, a complete and utter waste of time.

When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.



Wave Race 64

Nintendo | £55 | N64 2 ● 90% ● ZN

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● Double Game Guide + no. 3 (issue 14).

Wayne Gretzky's 3D Hockey

GT | £65 | N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

Loads of tips in Tips Extra N64/5. ● For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

Wayne Gretzky's 3D Hockey '98

GT | £60 | N64 16 ● 70% ● MK

A good ice hockey game but, when all's done and dusted, is it really different enough to *Gretzky* mark one to warrant buying? No.

To access a cunning sub-game, where the ice hockey players scrap each other, keep fouling the same opponent.

WCW vs NWO: World Tour

T•HQ | £55 | N64 12 ● 70% ● TW

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken* though.

Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

Wetrix

Ocean | £40 | N64 15 ● 74% ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains. It's better than *Tetrisphere* but, ultimately, lacks variety.

To prepare for bombs falling, build a raised area in the right corner of the screen. When a bomb appears, drop it in this safe zone, returning to make repairs later.

World Cup '98

EA | £60 | N64 16 ● 73% ● JA

FIFA as *FIFA*'s always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.

WWF Warzone

Acclaim | £50 | N64 19 ● 85% ● MK

A fantastic fat-fest with high-res visuals, plenty of fighters, TV-chucking and a brilliant Create-a-Player mode. Best wrestling ever!

On the character biography screens, push down on the analogue stick to select the wrestlers alternative uniforms. You can also rotate them like this.

Yoshi's Story

Nintendo | £50 | N64 15 ● 86% ● TW

Surprisingly, a Nintendo game that lacks both ingenuity and longevity. But it's amazing to play and beautiful to look at.

To find the white Yoshi, work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble. Voilà!



Import Games DIRECTORY

1080° SNOWBOARDING (N64 Star Game)	Nintendo	14	89%	JA	Japan	UK release Winter '98	Not an immediate hit, *1080°* will take time and perseverance. Its utter brilliance, though, just has to be admired.
64 O-SUMO (N64 Star Game)	Bottom Up	11	90%	ME	Japan	UK release Unlikely	Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat-fest.
AIR BOARDER 64	Human	16	62%	TW	Japan	UK release August	An unusual and quirky little game, but there's no proper objectives and no real challenge. Looks great, plays boringly.
ART OF FIGHTING TWIN	Culture Brain	12	78%	DM	Japan	UK release TBA	A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.
AUGUSTA MASTERS '98	T&E Soft	14	47%	JP	Japan	UK release TBA	Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.
BIO FREAKS	Midway	18	76%	JP	USA	UK release Autumn	Graphically impressive beat-'em-up that'll delight most casual players, but is more likely to disappoint *SF2* purists.
BOMBERMAN B-DAMAN	Hudson	20	23%	JP	Japan	UK release No	Cheap and nasty mixture of simplistic shooting games. In Japan, it's actually against the law to buy crap like this.
BOMBERMAN HERO	Hudson	17	66%	TW	Japan	UK release Autumn	Strangely compulsive at times, but not much of an improvement over *Bomberman 64*. No multiplayer mode at all.
CHORO Q 64	Takara	20	56%	MK	Japan	UK release Nov	Painfully slow clockwork racer with a decent enough track designer, but a total lack of speed-based thrills. Tedious.
DENRYU IRAIRABOU	Hudson	12	65%	JN	Japan	UK release Ha! No	*Denryu* is a console-based version of the game at fetes with the copper stick and wire. It's up to you.
DEZAEMON 3D	Athena	19	82%	MK	Japan	UK release Unlikely	A complete shoot-'em-up development kit stuffed onto a cart. Tricky, but great fun.
DORAEMON	Epoch	2	60%	TW	Japan	UK release No	A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.
FAMISTA 64	Namco	11	68%	TW	Japan	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.
F-ZERO X (N64 Star Game)	Nintendo	19	91%	JA	Japan	UK release November	The fastest racer on earth, and one of the most exhilarating four-player experiences you can buy. Sublime.
G.A.S.P! FIGHTER'S NEXTREAM	Konami	15	52%	MK	Japan	UK release TBA	It's frightening when developers like Konami can't get it right, but *G.A.S.P!* is another appalling attempt to emulate *Tekken*.
THE GLORY OF ST. ANDREWS	Seta	1	58%	TW	Japan	UK release No	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
JANGOU SIM MAHJONG DO 64	Video System	7	69%	JD	Japan	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in *ker-razy* Japan.
J-LEAGUE DYNAMITE SOCCER	Imagineer	8	66%	TW	Japan	UK release No	What chance has a sprite game in a world with *ISS64*? This is incredibly basic but persevere and you might get some joy.
J-LEAGUE ELEVEN BEAT	Hudson	10	52%	TW	Japan	UK release Nope	While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: *ISS64*.

Game	Publisher	Players	Score	Reviewer	Region	UK release	Verdict
J-LEAGUE PERFECT STRIKER	Konami	1	89%	TW	Japan	Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
JEOPARDY!	Take 2	16	9%	MK	USA	Pray, no	Less a game and more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.
JIKKYOU WORLD CUP '98	Konami	18	91%	TW	Japan	Now (as ISS '98)	*ISS '98* in all but name, this Japanese version boasts an official World Cup '98 licence. And it's still the best footie game around.
KING OF PRO BASEBALL	Imagineer	1	68%	TW	Japan	No	The super-deformed players are entertaining for a while but the slow runners and super skilful CPU will eventually get you down.
MAH JONG 64	Konami	1	69%	WO	Japan	No	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
MAH JONG MASTER	Koei	3	65%	JD	Japan	Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.
MAJOR LEAGUE BASEBALL	Nintendo	18	74%	MK	USA	No	Fast paced baseball action with players who must have fallen out of the ugly tree, hitting every branch on the way down.
MK MYTHOLOGIES: SUB ZERO	Midway	11	9%	JD	USA	Out now	Worse than *Wheel of Fortune*, *MKM* could only be less enjoyable if it intermittently squirted sulphuric acid into your face.
OFF ROAD CHALLENGE	Midway	19	21%	JA	USA	September	Loathsome racer which graduated from the *Cruis'n USA* school of unplayability with first class honours.
PACHINKO WORLD 64	Hewia	13	12%	TW	Japan	Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
POWER LEAGUE 64	Hudson	7	42%	JA	Japan	No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
POWER PRO BASEBALL 4	Konami	3	54%	TW	Japan	No	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.
POWER PRO BASEBALL 5	Konami	17	78%	MK	Japan	No	Improved again with a tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.
PUYO PUYO SUN 64	Compile	10	80%	ZN	Japan	Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
QUEST 64	T•HQ	18	71%	JP	USA	August	The N64's first proper RPG is enjoyable but lightweight. The battle system is good, but the rest looks rather unfinished.
RAKUGA KIDS	Konami	20	80%	MK	Japan	No	The most adorable characters in the world scrap it out in this great 2D graffiti-'em-up. Far too cute for its own good.
SIM CITY 2000	Imagineer	13	83%	JP	Japan	TBA	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version, soonish.
STAR SOLDIER	Hudson	19	72%	MK	Japan	TBA	Competent and enjoyable retro blaster, but a little on the easy side. Nice score attack mode, mind.
SUPER ROBOT SPIRITS	Banpresto	20	63%	MK	Japan	No	The Japanese love their anime robots, but they won't like this too much. A disappointing waste of a great license.
SUSUME! TAISEN PUZZLE DAMA	Konami	15	78%	TW	Japan	TBA	Another N64 *Puyo Puyo* game but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.
TAMAGOTCHI WORLD 64	Bandai	12	79%	JN	Japan	Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
TOKON ROAD	Hudson	12	49%	DM	Japan	No	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.
VIRTUAL CHESS 64	Titus	18	76%	TW	USA	Out now	Just what your N64 has been waiting for – a top-class chess sim that means you'll never have to get beaten by Grandad again.
WHEEL OF FORTUNE	Gametek	11	17%	TW	USA	No	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
WILD CHOPPERS	Seta	11	72%	JD	Japan	Now (as Chopper Attack)	A good, solid chopper sim and one with an unusual but actually quite intuitive control system. Perhaps a bit easy, but good fun.
WONDER PROJECT J2	Enix	1	55%	WO	Japan	Unilkely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.

Recommended web sites

Something for code-happy, java-loving surfers everywhere, our web guide.



www.n64cc.com
Not so much about codes – although there are plenty – as pointless glitches. Thousands of them, in the biggest glitch archive we've seen. There's every *GoldenEye* quirk, along with several hundred others that we just don't have the space to show you, plus masses of stuff about *Mario, 1080°, Banjo*, and every other game. Most submissions are from illiterate Yanks, so they're not simple to decipher. A bottomless mine of useless information. Outstanding.

http://www.erols.com/phelkow/n64
This recently relocated site, also known as N64 Worldwide, is a fairly comprehensive guide to the N64, featuring another good cheat archive as well as regularly updated N64 news from around the internet. It isn't quite as good as Code Centre though, and it'll slow your computer down to a snail's pace with its pointless java wave pictures. Click on the 'text only' option before you bookmark it.



THE NUMBERS NET

Phone numbers and Internet sites for companies with a Nintendo 64 interest.

N64 SITES
THE Games (01703) 653377
Nintendo USA www.nintendo.com/
Nintendo Australia www.nintendo.com.au/
Nintendo Japan www.nintendo.co.jp/
Next Generation www.next-generation.com/
IGN64 ign64.com/

SOFTWARE COMPANY SITES AND NUMBERS
Acclaim (0171) 344 5000
Japan www.acclaim jp.com/
US www.acclaimnation.com/
Argonaut www.argonaut.com/
ASCII www.asciient.com/
Atlus www.atlus.com/
BMG (0171) 973 0011 www.bmg.com/
Boss www.bossgame.com/
DMA Design www.dma.co.uk/
Electronic Arts (01753) 549442 www.ea.com/
Gametek (01753) 854444 www.gametek.com/
GT (0171) 258 3791 www.gtinteractive.com/
GTE www.im.gte.com/
Hudson Soft www.hudson.co.jp/
Human www.human.co.jp/
Imagineer www.imagineer.co.jp/
Interplay (01628) 423666 www.interplay.com/
Konami (01895) 585 3000
Japan www.konami.co.jp/
US www.konami.com
Midway www.midway.com/
Namco
Japan www.namco.co.jp
US www.namco.com/
Ocean (0161) 832 6633 odon.com/ocean
Paradigm www.paradigmsim.com
Rare www.rareware.com
Seta www.seta.co.jp/
THQ (01372) 745 222 www.thq.com
Titus www.titusgames.com/
Ubi Soft (0181) 941 4004 www.ubisoft.com/
Williams www.williamsentertainment.com/

N64 MAGAZINE CON

GAMES FOR SALE

- *Top Gear Rally* (UK) £35, *Super Mario 64* (US) £30, both as new. Call Trevor on 0181 6565851 (evenings). May swap.
- N64 with *GoldenEye*, *Lylat Wars*, *Blast Corps*, *Banjo*, *Turok*, *Top Gear* and *Mario*. Extra pad, memory card and carry case £245. Call Adam: 01704 822609.
- Japanese *Blastdozer*, *Starfox* and *Yoshi's Story* each for £25, *Goemon* for £30 and *64 O-Sumo* for £40. *64 O-Sumo* will not be out in Britain. Call Vo on 0181 694 8852.
- *Lylat Wars*, *NHL Breakaway* and *Mario* for sale. £100 the lot or £35 each. Call Paul on 01455 209684.
- *Lylat Wars* £30 or swap for *WWF Warzone* & £15. Call Rowan on 01689 838819 or email r.sloan@england.com
- *ISS64* boxed with instructions, also Game Gear and games for sale. Call Nick on 0181 670 9834.
- Yoshi, Bond and Mario full size promotional cardboard cutouts. As seen in HMV. These items are rare! Will sell to the highest bidder. Call Ben on 01793 873571.
- Selling SNES with *F-Zero*, *FIFA '98*, *Super International Cricket*, *Mario* compilation cartridge, *NBA Jam*, and *FIFA International Soccer* £50. Tel: 01902 380168 and ask for Tom.
- *Diddy Kong Racing*, *Killer Instinct* and *ISS64*. All unwanted gifts with boxes and instructions. A bargain at £30 each ono. Call Edd on 01202 434428.
- *Blast Corps* and *Cruis'n USA*. £25 each or both for £40. Call Daniel on 01228 546185.
- *Mace* and *Lylat Wars* £20 each or £40 for both with free official Rumble Pak. Tel Stuart: 01535 272488 after 4pm. Buyer collects.

PENPALS

- Penpal wanted aged 10-13 years. Interests: N64, movies and football. Must have a wacky sense of humour. Write to Daryl Hardle, 4 Purdue Close, Worle, W-S-M BS22 OQQ.
- 13 year old male wants female penpal aged 13-15. Must like Nintendo and music. Write to Chris at 1 Wolffe Close, Cowbridge, Vale of Glam CF71 7AZ.
- I am looking for any James Bond and N64 fans. Any age. Call Paul Wilsdon on 01247 469021.
- Fun loving criminal likes N64 and football. Favourite game is *GoldenEye 007*. 14 years old and is English, wants a foreign penpal. Write to Matthew Page, 72 Hopedale Road, Frecheville, Sheffield S12 4XQ.
- Penpal wanted around 13-14 years old. I like N64s, movies and music. Write to Ian, 20 Leominster Road, Grangetown, Sunderland SR2 9HG. .
- Penpal wanted aged 12-14. I support Liverpool, favourite player Michael Owen. I also like movies. Write to Laura Beasley, 59 Craig Avenue, Reading, Berkshire RG30 2PJ.

N64 MAGAZINE READER ADVERTISEMENT FORM

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I wish my ad to go in the following section (please tick)

- ☐ Games for Sale
- ☐ Games Wanted
- ☐ Games to Swap
- ☐ Fanzines
- ☐ Penpals
- ☐ Help Wanted

THE RULES

Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

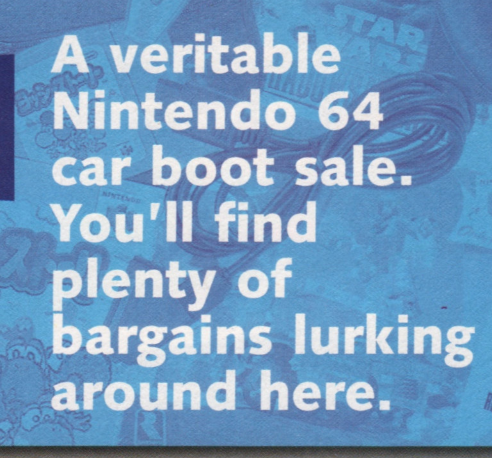
I have read and understood the conditions for the inclusion of this free reader ad

Signed ______________________

Please write your ad in block capitals in the grid below. Put one word only in each box. Words not in boxes will not be printed. Please remember to include either a telephone contact number (with national dialling code) or e-mail address in your ad.

Send your completed form to:
N64 Contact, 30 Monmouth Street, Bath, BA1 2BW

NTACT



A veritable Nintendo 64 car boot sale. You'll find plenty of bargains lurking around here.



WANTED

● **N64** Magazine issues 1, 2 and 4 all in good condition. Please call Guy if you have any of the issues 0115 983 0358.

● Desperately wanted! **N64** Magazine issue 8 with Gentlemen Space Adventure quarterly and also GoldenEye I-Spy poster mag. If possible issues 1-7. email john_h@yahoo.com

● Desperate for issues 1-9 of **N64** Magazine, must be in good condition with extras will pay up to £30. Call Paul 0151 722 8003.

● **N64** Magazine issue 9. Please call 01743 352011 and ask for Adam.

● **N64** issues needed. Numbers 11, 12, 14, 15 and 16. Game guides must be included. Will pay £2.50 per mint condition issue. Call Peter on 01903 783144.

● Wanted English *Final Fantasy VII* manual for PlayStation. Will pay £5! Tel Peter on 01903 783144.

● Please help! **N64** Magazine issue 1 and 2 plus video in good condition. If you can help please call Paul on 01203 347185 Ta!

GAMES TO SWAP

● I'll give you *Mario 64* in exchange for *Fighters Destiny*, *Snowboard Kids* or *Starfox*. Call 01524 276429 and ask for Rory.

● Would anyone swap my *Madden* for either *Cruis'n USA* or *Automobili Lamborghini*. Call Ben on 0113 286 7155.

● Swap *Forsaken* (PAL), perfect condition for *NBA Courtside* (PAL) or *Banjo-Kazooie*. Other offers considered. Phone Will on 01823 490749.

● I will swap *Mario Kart 64* for *Banjo-Kazooie* or *Mario 64*. Call 01480 890579 and ask for Neil.

● I am willing to swap *Diddy Kong Racing* (unboxed) for *ISS* or *Fighters Destiny*. Call 01273 601565 (evenings).

● Swap *Wayne Gretzky* (USA) for *ISS* or *Top Gear Rally*. I don't mind if it's not boxed. Other swaps also considered. Phone Will on 01823 490749.

● Will swap *Diddy Kong Racing* for *WCW vs NWO* or *Fighters Destiny*. Email Jonny: jonnyrules@yahoo.com

Will swap Lylat Wars or Yoshi's Story for Goldeneye, would consider swapping for other good games. Call Leo Birdle 01703 555 392.

HELP WANTED

● I love golf but I can't find any golf games in the shops. Can anyone tell me if Nintendo are making any at the moment? Call Chris on 0151 289 7242.

● I'm stuck on Aztec, Secret and 00 Agent in *GoldenEye*. Call John on 0161 320 4357 (after 5pm weekdays) or email john_h@yahoo.com.



THE 10 STRAN
IN VIDEO GAM







GEST THINGS ES

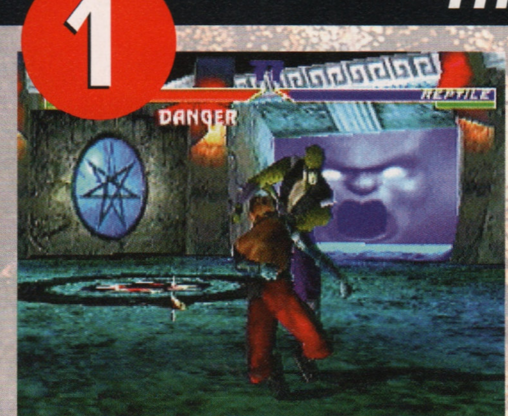
by James Price

Games are fun. But have you noticed how *strange* they can be at times? How they brazenly disregard real-life wisdom and common sense, favouring their own, oft-twisted interpretation of universal laws? You haven't, you say?

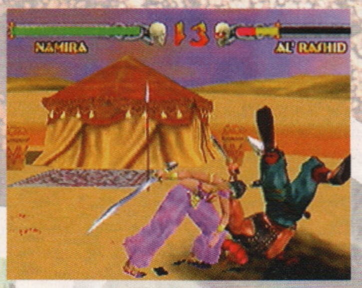
Oh but you *have*. You have. Here are ten prime 'weird things' that only occur in games. They're mystifying, funny and irritating in equal measure, and there's often no *true* explanation for their presence. They're just there. Like Everest. Except smaller and less snowy.

Of course, if you know another strange aspect of gaming that you feel should be mocked or explained, feel free to write in and tell us. But, as far as we're concerned, the following are the ten best (or, sometimes, worst). For example, have you ever noticed...

1 The 'small blow' finish



A little tap's all that's needed in any Mortal Kombat.



Al Rashid's in trouble. A light slap around the face'll finish him.

Explain? You're playing a fighting game. Your opponent, a 20-foot robot or, perhaps, Beelzebub himself, has a tiny iota of energy left. Do you topple him with a huge power-up punch? Or some outlandish projectile attack, to an accompaniment of flashing lights and visual extravagances? No. You use a simple 'weak' kick. It hits your opponent's foot. And that's it. Lights out. They fall, exhausted. You win. An ignoble defeat for your opponent, a strangely unsatisfied feeling for you, the player...

But they're out of energy. So that's fair, yes? No! Why should a low-powered punch fell an assailant the size of a Canadian Redwood? As weird things go, this is a heavy albatross for the beat-'em-up to carry. Let's imagine James and Tim having a fight about, say, jam. Let's say that James favours strawberry, Tim raspberry. They're both down to the final dregs of their, ahem, energy bars. Will a tiny, feeble punch to the midriff, leg or head see either fall? No! And no again! Because they *love* jam, hence the scrap! And, with every fighting game you care to mention having a story behind it, why should *MK4*'s Sub Zero, for instance, fall over after having his foot tapped by Sonia? He's a Thunder God! Sheesh...

Good thing or bad thing? Just an inherent flaw. Energy bars are a necessary evil, but their limitations mean that 'finishing' punches are often insipid, sneaky efforts. Perhaps *Mortal Kombat*-style 'fatalities' should be available once a fighter's energy drops beyond a certain point, or something. Why not send in your own suggestions to Dream On?

GO! GO!


2 Small cars, big cars, slow cars, fast cars



△ Kong belongs to the 'fast, but slow to accelerate' group of racers.

◁ He's a big boy, though, so it's only to be expected, no?

Explain? Well, it's a feature of almost every driving game ever released. Go to the 'select car' screen, and you have, essentially, a choice between a fast car that steers like a cow, and a small car that reaches speeds comparable to that of stuffed monkey nailed to a table. Fast cars move forward well but don't turn, the slow cars operate in precisely the opposite manner. And the 'average' car's offered as a newcomer-friendly compromise? Don't make us laugh...

Surely it has to be like that? Not really, if you think about it. With a racing game in the arcades, it's different. Programmers of such coin-guzzling monsters have to assume that its players will be gaming virgins or mindless simpletons, just to make their game as accessible (therefore lucrative) as possible. So the fast/no steering, slow/good steering, average/average simplification is acceptable. Console games, however, should offer a mite more. In accrediting players with a higher level of intelligence and sophistication, developers of 'domestic' racing games would wriggle their way onto far more Christmas lists. They could offer players, as a reward for successful play, cars that are fast *and* handle well, with the challenge provided by skilful AI opponents and creative track design. Is that expecting too much? We think not...

Good thing or bad thing? Just an 'old' thing. This has been a videogaming 'cliche' for a loooong time...

3 The disappearing corpse

Explain? The corpse is – hooray! – an integral aspect of many video games. Marking the transition of an on-screen homicidal monster or Uzi-toting guard to *fois gras* for fungi, the 'dead' body speaks volumes. Specifically: 'You've got him. Stop shooting now. No, NOW! Look, this isn't *Mortal Kombat*, you know. He's dead! Get the other one!' If you do hang around for a moment, though, the body disappears. Why?

Why does this happen? Well, it's simple. Every console or computer has a limit on the amount of stuff it can have on screen at any given juncture. Just because something is judged in game terms to be 'dead', it doesn't necessarily mean that moving the prone figure in question takes any less processing time.

Is this a good thing or a bad thing? There's a school of thought that suggests that having vanquished foes remain where they are would, indeed, be A Good Thing™. After all, when playing *GoldenEye*, *Quake 64* or any other polygon first-person blaster, it's easy to get lost, yep? Well, corpses could act as 'bread crumbs' – remember the fairy tale? – for the player, offering a clear indication that you've already passed through that area. Certain sections of *Shadows of the Empire* have corpses that remain where you left 'em, but it's hard to say that it improves play in any tangible sense.



△ Go on, give it a quick dice before it has the chance to disappear. Ker-ching!

4 The winning pose

Explain? Amidst the hype, many missed one of *Street Fighter 2*'s most sinister contributions to gaming: it popularised the 'winning pose'. Since then, almost every fighting game has fighters that forsake modesty in victory for an elated animation sequence and, usually, a feeble soundbite. Worse, even, is the fact that the latter is occasionally context-sensitive. An American footballer-style fighter would cry 'Touchdown!', while for a generic Ninja-type, an inane 'oriental' scream of some description will suffice.

What's so bad about that? Well, nothing. But, assuming those reading this are from the UK and Europe, surely you must acknowledge the 'American' nature of such displays? If you've scored a goal in a cup final, a victory dance is understandable. If the girl (or boy) of your dreams has consented to a night out, that's good reason, too. But beating someone to a bloody, polygon pulp and *then* having a bit of a celebratory jig? Hmmm.

But that, in itself, is not the problem. If the after-victory dance is present, *the player should be able to choose their own*. There should be at least three, including 'unimpressed', 'mocking' and 'I salute you, my honourable friend.' Not too much to ask, no?

Good thing or a bad thing? Oh, hell. We're just being picky...

5 The sequel improves upon its predecessors

Explain? Well, you know. The software industry used to be obsessed by licensed games, from film tie-ins to character endorsements. And, by and large, they still are. They have, however, realised the potency of a recognised 'brand'. Want an example? How about Mario, and his games? Or *ISS*? Or Lara Croft? Or *Quake*? We could go one.

Film sequels are, so the accepted wisdom suggests, invariably weaker than the first instalment. Many gaming franchises, by contrast, improve upon their predecessors.

▽ *Turok 2 is very definitely better than Turok. Unlike Speed 2 and Speed, say.*

But isn't that a technology issue? Well, kind of. No-one can dispute that *Mario 64* benefits from N64 hardware and wouldn't, say, work or be possible on an NES – unlike *Mario World*. Obviously. And there's no doubt that, within their lifespans, every gaming format ever known has seen developers become more canny with passing years. Who would have thought that Rare could create a game like *Donkey Kong Country* on the SNES when Nintendo's 16-bit machine was first released? Or Argonaut with *Starfox*? For an N64-specific example, look no further than *Perfect Dark*. *GoldenEye*, for now, reigns supreme as a triumph of artful accomplishment – it's by far the best first-person shoot-'em-up on any format. But will its pseudo-sequel be better? If you're prepared to bet 'no', give us a call. We'd be delighted to take your money...

Is this a good thing or bad thing? Good thing. God, yes. And *Perfect Dark*? Our knees go weak at the very mention...



7 The lens flare

Explain? You must know this one. You're driving over the brow of a hill in almost any racing game you care to mention, and a series of co-ordinated, coloured and largely circular lights appear, trace out a brief pattern, and disappear. This is a 'lens flare'. We'd relate just why and when they occur in real life, if we weren't so damn *bored* of seeing them in games...

But why? Aren't they realistic? Yes, yes, yes. They're very pretty. And yep, very realistic, we're sure. But it seems you can't turn a corner without a game engine blinding you with lens flare trickery, these days. Perhaps we're exaggerating. Maybe it's a piece of eye candy programmers find too sweet to ignore. We should *appreciate* such enthusiastic effort. But, quite frankly, the lens flare is *boring*.

Looks lovely, but does it actually happen to your eyes? ▽



△ *Just programmers showing off really, isn't it.*

Achieved in a subtle manner, we're prepared to accept their presence. But when a coder gets over-enthusiastic and decides they should in any way shape or form obscure the player's view of the track ahead in a racing game, we lose all interest.

A good thing or bad thing, then? Neither. Just an over-used 'trick'. And yet another argument for why many games programmers should get out more. LOOK AT THE SUN! DOES IT DO THAT TO *YOUR* EYES? Thought not...

6 A raised arm wards off all blows



△ *Leon hits out with full force. Leon 2 takes it on the forearm without a grumble.*

◁ *Abdul hides behind his fists. Wusser.*

Explain? Okay. Picture the scene. You've got half a ton of man-mountain powering up a blow that should be measured in megatons, not pounds. He winds back his fist, throws it with all his might... and a slight female figure shrugs it off with a casual wave of a slight, paper-thin arm.

Sound familiar? A feature of almost every fighting game ever created, the 'block' move continues to defy physics, biology and just about every science you care to mention.

Now you come to mention it, that does seem strange... Doesn't it, though? Like it or not, it's a feature of fighting games that would be hard to replace. However, beat-'em-ups are, slowly but surely, adopting the 'counter' move. Rather than absorbing a ferocious punch or kick with limb aloft, fighters execute judo-style 'grabs', foiling their opponent with grace, poise and, amazingly, a modicum of realism. Thankfully, this is 'realism' with training wheels – we're sure you share our desire to avoid seeing the blood and snot of real-life brawls on the N64 *just* yet, thanksverymuch... *(Speak for yourself* – Martin)

Is this a good thing or a bad thing? Neither. Just a fact of life. Counter moves are good. We applaud their innovative nature. But in the fantasy environments that games provide, why *shouldn't* a schoolgirl swat aside a sumo wrestler's fist with a delicately-poised limb? Exactly. But, ahem, don't try this one in any bars, playgrounds or gun clubs you happen to visit...

GO! GO!


8 Size doesn't matter

Mario's tiny, look. But he can still swing ol' Bowser here.

Explain? It's a familiar concept, explored by virtually every entertainment medium you care to mention. Basically, it's the old David and Goliath ideal; that is, the little individual can overcome the behemoth. Thus, a tiny spaceship can defeat an enormous battleship in a shoot-'em-up, Mario can pick Bowser up by the tail and throw him around, and small (yet fast) beat-'em-up characters can rival their enormous and all-powerful (yet slow) counterparts. Of course, anyone who has *ever* stepped into a playground as a dribbly-nosed infant or teen will tell you, life doesn't *quite* work that way. When you encounter, at age ten, a schoolmate from the same year who *shaves*, you run. You aim to be still accelerating by the time you passes the five hundred metre mark, quite frankly...

But isn't beating bigger foes the fun thing about games? Exactly. It's great. Life is, at times, hard. TV, books and games offer an opportunity to experience events that rarely occur in real life – like the big 'bad' guy getting his much-deserved comeuppance. But games, specifically, offer that little bit more – you can turn on your N64 and administer the kicking yourself. The therapeutic benefits are obvious and, what's more, it's *fun*, too...

Good thing or bad thing? Need you ask?

9 Golf games, in any way, shape or form, 'simulate'

Explain? Now here *is* a mystery. Although the N64 lacks a 'decent' golf game, the whole idea is intrinsically flawed. The success of any given match is dictated, after all, by a player clicking a button two or three times in order to set a power bar at the 'correct' level(s). What relation does that bear to the techniques required to succeed in the real-life sport? None, of course. On the PC, developers are experimenting with golf games that use a mouse to 'simulate' a swing – although, it must be said, with little genuine success so far. The N64, alas, has no such rodent-like peripheral. How, then, can *Waialae Country Club* take itself seriously?



Golf: a game for men of a certain age.

But golf games can be entertaining. I played one once and... Yep. We know. There are many people who enjoy golf games, and we're not arguing that they're entirely without merit. It's just that, let's face it, the 'golf' aspect of such titles is restricted to on-screen representations of courses, ball movement, and little more. Of course, the same could be argued of any sports game. You could say that *ISS '98* isn't an accurate simulation of football.



But you'd be talking through your behind. Sure, when playing you're not wearing boots and huffing and puffing around a field but, tactically, you're participating in a more-than-adequate representation. In building coherent passing moves with a view to creating goal-scoring opportunities, you genuinely feel 'involved'. *Waialae*'s simple power metre – like that of all the other golfers – appears shockingly shallow by comparison. And rightly so.

Good thing or bad thing? Well, *Waialae*'s obviously a bad thing. And golf games are unsophisticated, as games go. So how's about creating one that utilises the N64's analogue stick? Possible, surely? *The Glory of St Andrews* tried and failed, but surely a developer with talent could manage something.

10 Games become more difficult the further you get

Explain? Games, as the above heading states, become increasingly difficult with each successive level, track or location. Many developers, however, lose sight of the *real* issue. Essentially, games should *entertain*. Not frustrate. Or infuriate. There's a huge creative gulf between 'an entertaining challenge' and 'tediously difficult'. *You* know that. *We* know that. So why can't lots of developers grasp it?

Can you offer any examples? Well, Take *Mario 64*. It's a hellishly tricky game in places, but it's *fair*. Its goals are, in short, perfectly achievable. But look at the contrast between *Mario Kart* and *GT 64*. Play the former on its most difficult track with every conceivable handicap against you, and it's tricky, to say the least. But with *GT 64*? Ha! Enjoyable? No. Ridiculously draconian and mindlessly unfair? Why, yes. A perfect example of how to offer a challenge is, embarrassingly, another mention of *GoldenEye*. Play it on Agent level, and it's a relatively harsh taskmaster. On 007 Agent, it's an unforgiving swine. But *that's half the fun*. It's a fallacy that games should, by default, be near-impossible to play once you're over 50% or so through them. If anything, they should offer *more* at that point, by way of reward. And, preachy sermon over, we bid you Amen.

Good thing or bad thing? Obviously good if you get it right. Obviously, hair-tearingly, screamingly bad if you don't. How about a bit of playtesting, you developer types, eh?



Click Clock Wood is the hardest thing in Banjo-Kazooie.

The Cradle level in GoldenEye's certainly no pushover either.



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Our best and funniest free gift yet. It's ground the office to a halt – the only clue we're giving you is that you could use it in the kitchen!

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NINTENDO 64 MAGAZINE OFFICIAL!

The N64 Magazine Quiz

WIN!! £50!!

(Applause) Thanks! (More applause) Thanks, thankyou. (Applause) Shut up,eh?

Ah well, another issue comes to an end, huffing and puffing towards the finish line like a particularly hefty athlete. Truth is, it's been a fun one. Full of the joys of spring.

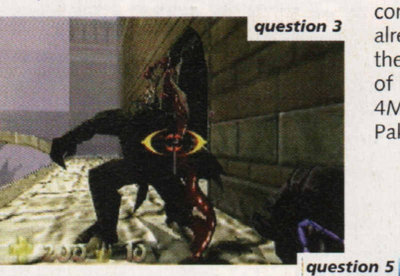
And it's going to get better before it sinks without trace into your cabinet full of tat. Because nestling in our collective wallets is £50 worth of £50. The *ooooold* 50. The big five-oh. Imagine... you could buy your favourite N64 game. Or a cheap and nasty video recorder like James did this month. Or a painting made from elephant dung, like Tim. Or protection to spare yourself trauma at the hands of Martin. Anything is possible with £50!

All you have to do is answer the following ten questions correctly and send them in. They're hard but, if you've read the issue, you should be able to solve them. And, if we pluck your scribbles from Andrea's thick and greasy Majorca-style tan, it... could... be... you...

Q1. How many Rare games are featured in this issue of **N64**?

Q2. What game got the lowest score in **N64**/21?

Q3. Which is **N64**'s favourite weapon in *Turok 2*?


question 3

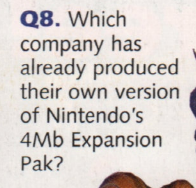
Q4. What two N64 games does Howard Lincoln play the most?

Q5. How many different types of ball are there in *Glover*?

question 5

Q6. What is the name of the sinister conglomerate in *Perfect Dark*?

Q7. Name two of the cars that appear in *V-Rally 98*?



Q8. Which company has already produced their own version of Nintendo's 4Mb Expansion Pak?


question 6

Q9. Which game featured this month is coming from machine-cocker-upper's 3DO?

Q10. Name three games that are about to retail for a paltry £29.99?

WINNER!
Last month's winner was Teresa Dale from Margate who gets £50!

The N64 Magazine Quiz — My answers are as follows:

1. ______ 6. ______
2. ______ 7. ______
3. ______ 8. ______
4. ______ 9. ______
5. ______ 10. ______

Good, no? Oh, and you'll probably be wanting this too...

Name ______ *Address* ______

______

Postcode ______ N64/21

How To Enter

It's as easy as breaking a collar bone. All you have to do is send your answers to:
Good Golly Quiz Folly: First Blood, Part II, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.

Rules

1. The closing date for entries is November 15th, 1998.
2. Employees of Future Publishing may not enter. At all.
3. The Editor will pick the winning entry from his pool o' entries.
4. The prize will be £50 of British sterling. It may be stained.
5. Filthy!

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This issue on sale 5th October
Next issue on sale 30th October

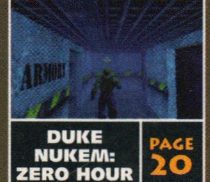
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